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DIEHARD GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

OLUME 3 • ISSUE 1

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AUDIT BUREAU OF CIRCULATIONS
ABC AUDIT & VERIFICATION APPLIED FOR:
NOVEMBER, 1994

ISSN# 1070-3020

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As I climbed in to my truck today and stuck in my Rush Hemisphere's CD, it dawned on me how much the world has changed in the last decade, the decade of the new video game industry. Hemispheres is a deep musical excursion, full of brilliant, meaningful lyrics and ten minute tracks. Rush was huge in an era where movies like Indiana Jones, Jedi, and Aliens ruled the silver screen and RPG's and innovative platformers ruled the gaming world. Nowadays, Rap, which echo's pain and suffering or just plain nonsense is the big thing (so much so that it has invaded the sacred realm of Street Fighter in the upcoming theatrical release) and the big hit's at the box office are films where sickening is passe' and human life, worthless. At the same time RPG's and innovative new games are becoming an endangered species and FMV games have been introduced along with words like "interact".

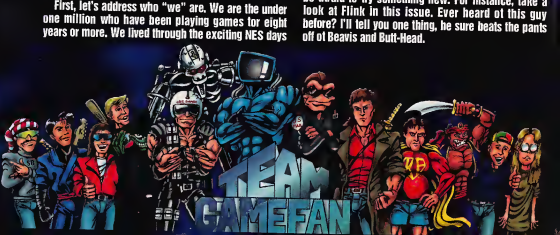
I see a disturbing trend in the gaming world. It seems that the same people who are selling us this trash on our TV's and in our theaters are slowly leaking in to the world of video games. It's not to the point of an FMV game of Pulp Fiction yet, but how far fetched is that? It certainly is conceivable. What I am seeing is an almost industry wide state of confusion and panic as multiple third parties scramble for a limited number of big licenses. From Movies to cartoons to comic books, it it has succeeded in any realm, if the mass public bought in to it at any time they think that by making a game out of it no matter how good they buy some sort of guarantee, and to a certain extent they're right. How many kids watch Power Rangers? Millions, so won't any game bearing that name capture one percent of that audience even if it's horrible? The answer is yes. Mom's rolling through X-Mart and see's Power Rangers and Earth Worm Jim. Which one does she buy? So why invest in a lengthy, expensive and yet untested genre? So is the business of gaming in the nineties. As a result, original ideas and new concepts are disappearing at an alarming rate. So, what are we supposed to do?

First, let's address who "we" are. We are the under one million who have been playing games for eight years or more. We lived through the exciting NES days and savored every second of Phantasy Star on the Master system or Zelda on the NES. The first time we played Zelda on 16-bit it was a religious experience. We can't wait for 64-bit versions of games like Castlevania and LandStalker and we shudder at the sight of Sewer Shark and TomCat Alley. We absolutely refuse to "interact". The question is, are we just part of a once sacred genre that the newcomers never knew and therefore don't care about, or are these big companies simply lighting the fuse that will ultimately burn down and blow up in there faces. Can they exist without us? By catering to the everyday schmo who finds pressing right or left on cue entertaining, don't they run the risk of extinction when he decides to switch hobbies? He often does, and ultimately will.

You're probably wondering why I care to address this at all. it certainly is a heavy topic for a fun filled magazine. Well, as promised, I have gone to some big companies with your letters asking for things like more RPG's and long engulfing adventures that tax today's hardware etc..etc... and I was shocked at what I heard. Many companies can't see investing big money in a lengthy project just so you and I can have fun. They want to appeal to a new audience that is easier to please (and easier sold) instead. It is much easier to buy a license and go for the guarantee.

The enthusiast gamer is considered expendable in many companies master plan. So, it is up to you and me to take that guarantee away. Buy smart, and if you are to young to buy your own games tell your parents to read reviews (preferably ours) before they buy you a game.

I'm not saying that all movie ports or big licenses are bad, in fact a lot of them are very good, but you certainly run an increasing risk of getting burned when you buy one, especially with all these mega huge new players in our midst. I'm simply stating a possibility. It's always better to look ahead, that way, you can stop a potential disaster before it happens. Look for names that you know you can trust and don't be afraid to try something new. For instance, take a look at Flink in this issue. Ever heard of this guy before? I'll tell you one thing, he sure beats the pants off of Beavis and Butt-Head.



MARVEL COMICS

WOLVERINE

ADAMANTIUM RAGE



WHERE DO YOU THINK YOU'RE GOING!



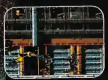
CLAW MEETS TOOTH



I SAW THAT, BUB



SHINOBI SHAW'S ARMORED ASSASSIN



THE OL'CANUCKLE HEAD RETURNS TO THE WEAPON X™ LAB



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KIDS TO ADULTS
AGES 6+

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Nothing's worse than a mean dose of **vertigo** —except maybe a crushed kidney. 'Cause in **Off-world Interceptor™**, Crystal Dynamic's™ vicious 4x4 off-road kill-fest, **grabbing air** is just another perk. (Check out the extreme, 32-bit texture mapped, **butt-bone** smashing terrain!) As a bounty hunter, your job's to scrape up the **scabs** that society's picked off and flicked your way. **Crush'em** beneath ten tons of screaming steel, **cremate'em** with blazing napalm cannons. Whatever it takes— cause given half a chance, they'll be thrilled to **deep-fry** your customized Monster Stomper into a **crispy** mess you wouldn't serve in **Hell's Kitchen**. One last thing— buckle up. Because coming down's a **bitch**.





On the way up, you gotta whup a couple's tough mo'fo's. This game's no exception. They're called Bosses. But don't bother ass-kissing 'cause you'll lose more than your face.



Ditch the KC lights, cause this ain't no sausage-on-a-stick stadium show. Beef up your 4x4 with trick engines, air grabbing jump jets and carcass-carving pulse lasers.



Exercise all that repressed juvenile behavior with our head-to-head, "waste-yer-buddy" 2 player mode. Freud'd be embarrassed. But Genghis Khan would totally approve.

"Any closer Dog Breath, and I can braid those nostril hairs. Get this man some clippers and a mint."



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CRYSTAL DYNAMICS™

DIEHARD
GAME FAN
January 1995
NEXT GENERATION VIDEO GAME MAGAZINE

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All Art By: Terry Wolfinger



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Go ahead and laugh, funny boy.

But get it all out now because we're talking "shooter" here. A blistering, mommy-help-me-I'm-scared, Sega CD shooter.

And when you've got the U.S. Navy, the Russian Army, the Seven Gods of Good Fortune and an entire raccoon militia in your face, you'll be glad you're wearing a sexy tutu with fire-engine-red pumps...

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You've got a green dragon and an awesome collection of firepower to help you compile your body count.



A true CD shooter filled with all the thumb-burning, eyeball-frying adventure you deserve.



Classic Japanese animation brings to life the most unique band of basses to invade the Sega CD.







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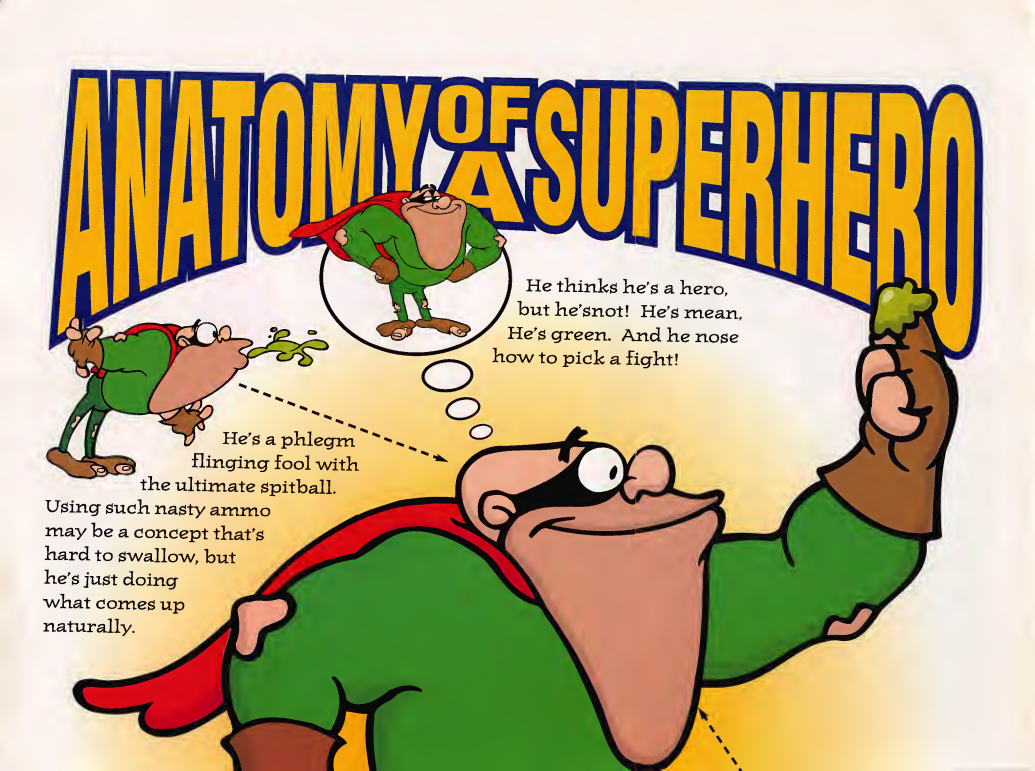
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NYR Not Yet Rated

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And, if all that don't knock 'em down, he can romp 'em, stomp 'em, or let fly a barrage of boogers that'll lay 'em low! Just think of him as a human weapon, a fully-loaded Oozey... and YOUR finger pulls the trigger! DIG IT!

burst, he blows them away. It's biological warfare at its germiest, and no villain can stand up to it!

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TOP TEN

1. Mortal Kombat II - SNES
2. Super SF2 - SNES
3. Super Metroid - SNES
4. Final Fantasy III - SNES
5. Aliens Vs. Predator - JAGUAR
6. NBA Jam - SNES
7. Sonic & Knuckles - GENESIS
8. NBA Jam - GENESIS
9. Super SF2 - GENESIS
10. Mortal Kombat II - GENESIS



MOST WANTED

1. Donkey Kong Country - SNES
2. Virtua Fighters - SATURN
3. Samurai Shodown - SNES
4. Megaman X^2 - SNES
5. Phantasy Star IV - GENESIS
6. Samurai Shodown 2 - NEO-GEO
7. Doom - JAGUAR
8. Rayman - JAGUAR
9. StarFox 2 - SNES
10. Samurai Shodown - GENESIS

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A *FREE* year of Game Fan!

Congratulations to the following winners of this month's contest:
First Prize: Daniel O'Day of Sheppard, TX
Second Prize: Brian Laughlin of Racine, WI
Third Prize: Garrett Hammel of Holbrook, NY

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:
GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills,CA 91301
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

STRAP IN. DRINK FUEL. EAT ASPHALT. BELCH FIRE.

WHO SAYS YOU HAVE TO SPEND THE REST OF YOUR LIFE DOING TIME IN THE FAMILY SEDAN?

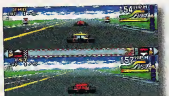
MICHAEL ANDRETTI'S INDY CAR CHALLENGE

Michael Andretti's Indy Car Challenge will turn you into hell on wheels, surrounded by a pack of fire-belching, supercharged Indy Car racers. You're right in the thick of things with **hot Mode-7 graphics** and **realistic play control**. It's the most awesome tire-smoking, door-blowing fun this side of slappin' on a helmet and strappin' into 2000 pounds of rolling thunder.



Hold on for the ride of your life in the one-player mode!

16 tracks of hot Indy Car action, featuring actual Indy Car track shapes—high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver **Michael Andretti's actual voice**. You even get a **customizable instant replay** so you can relive every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.



Challenge a friend for head-to-head racing in the split-screen two-player mode.

"A cylinder melting Indy Car masterpiece... one of the best video driving experiences ever!"
Nintendo Power, Sept. 1994

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EARTHWORM JIM

GENESIS

ULTRA CHEATER!

To utilize the following codes, pause during play and enter the combinations listed. Buttons with pluses should be pressed simultaneously.



Get one extra life:
Up+B, B, A, C, A, A, A, A.



Restore Ammo to 1000:
A, B, B, B, C, A, C, C.



9 Plasma shots:
Down+C, A, B, C, A, B, A,C.

We have so many more Jim codes to bring you in the months to come. But this is a game that must be enjoyed by all, so we must save the best for last. Believe me, you don't want to level select this game. If you see wimpy codes in the other mags that let you skip levels, line the cat box with them, and codes that show the ending are grounds for total combustion!

NOSFERATU SUPER FAMICOM



UNLIMITED LIFE & CRYSTAL-UP!

Pause when the main character is performing a roundhouse kick. Now, enter UP, X, RIGHT, A, DOWN, B, LEFT, Y. Now unpause. Your life will fill! For the Crystal-Up, pause at any time other than performing a roundhouse kick and perform the same code.

STAGE SELECT!

In the Option Screen, highlight EXIT and enter L, L, R, R, R, L, L, L.

SUPER ATTACK!

At any time in the game when facing right, enter Y, Y, DOWN, RIGHT, Y for the all-destroying Holy Touch attack. Reverse the motion if facing left.

CONTRA HARDCORPS - GENESIS









WEAPON-UP

Pause the game and enter UP, UP, DOWN, DOWN (No, this isn't the Konami Code) A, UP, UP, DOWN, DOWN, B, UP, UP, DOWN, DOWN, C. Your weapons will be maxed out!

Kenny Yi, New York, NY

SECRET STAGE

Once you're towards the end of the Garbage Dump stage, just before the "Virtual Zone" boss, there will be two barriers. Now jump on the wall over the barrier and scale it to the top. You'll meet a man who offers you a challenge: Defeat three original bosses. If you succeed, you'll get a secret ending!

BEAVIS & BUTTHEAD - GENESIS



LAST AREA CODE!

+Pkhw bFit1 fu-KA

Heath Markland, Vinton, IA.

HEART OF THE ALIEN - SEGA CD



Level 12: WLCJ

LEVEL PASSWORDS

Level 1: XRCL	Level 2: KGDD
Level 3: DGBJ	Level 4: KTLB
Level 5: RLRB	Level 6: RJLG
Level 7: LKHC	Level 8: HJJG
Level 9: HJJG	Level 10: CXLD
Level 11: TBBL	

Edward de la Cruz Murton Grove, IL.



Level 13: CDJR



DEBUG PASSWORDS!

View Credits: MCHLCS
Infinite Ammo: BRN521

Bob Coughlin Jr., Horseheads, NY

BATTLETECH - GENESIS



LEVEL CODES

The Swamps
BMBRMN
Planet Avon
BBYLND
Planet Ridderkerk
GRBCHV
Planet Rasalhague
STJNNN



EVIL CAN RUN BUT IT CAN'T HIDE.



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PHANTASY STAR IV - GENESIS

SOUND TEST

First, complete the game. Wait through the ending, and press Start at the title screen. Highlight "Continue" and press B.

SHINING FORCE II - GENESIS

HIDDEN BATTLE!

After completing the game, and sitting through the credits, wait about three minutes at the jewel screen. A box saying "And more..." will appear. Now press "C" and enter a secret, final battle with twelve bosses!

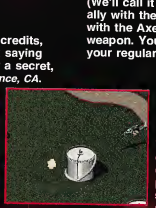
Brian Tom, Torrance, CA.

URBAN STRIKE - GENESIS

EVERY LEVEL PASSWORD

Baja Oil Rigs:
C9NH6TXLMTX
Mexico: 9GR4K9LGJ4Z
New York: L6V9NHBWVXH
Las Vegas: GPTSCBR6SY3
Underground: W7FLMKZ96JF





Bob Coughlin, Jr., Horseheads, NY & D'Arcy Campbell, Woodstock, Ontario.

MORTAL KOMBAT II - GENESIS

"FERGALITY!"



To perform this bizarre finishing move, first enter the Test Mode code found in the November GF, (Highlight "Done" in options, then enter L, D, L, R, D, R, L, L, R, R) highlight "Oooh, Nasty!" and turn it on. Now, choose Rayden as your character and fight your way to the Armory. At "Finish Him" enter Back, Back, Back, Block... FERGALITY!

Adam Draisen, Atlanta, GA & Wes Driver, Trussville, AL.

SECRET OF MANA - SNES

SECRET POWER-UP BAR!

Yes, it's possible to power-up to Level 9 without obtaining a single Orb! Supposing you're the girl, equip a weapon that's more powered-up than another. (We'll call it the Axe from here on in.) Now give any weapon that's less powerful to any ally. (We'll call it the Spear.) Charge the Axe to maximum. Enter the ally with the Spear's command wheel and exchange the Spear with the Axe. Return to the game and continue charging your weapon. You'll see a strange, hidden power meter appear over your regular one! Just continue charging... up to Level 9!

Matthew Lyman, Blanding, Utah.

NBA LIVE '95 - GENESIS

SHOT PERCENTAGE MODE!

While you have the ball during the game, hold down the A button and press Start. Everyone should freeze except yourself. When you take a shot, the percentage will appear in the upper left-hand corner of the screen. To get back to the game, press A and Start again.

Patrick Hartman, St.Louis, MO.





ZERO TOLERANCE - GENESIS

FINAL LEVEL CODE

!zoPHYYJI

Ken Wilson, Seaford, DE & D'Arcy Campbell, Woodstock, Ontario.

WAY OF THE WARRIOR - 3DO

THE BLACK DRAGON!

Set the game on "equally skilled fighting." Now, fight to the second stage, the Graveyard. Now, WITHOUT HEALING YOUR CHARACTER IN ANY WAY, obtain two Flawless Victories. You will be taken to an Indian temple to fight Black Dragon!

Chris Ellis, Manchester, NH

SHAQ-FU - GENESIS

BLOOD CODE!

This code is entered in the Option Screen.
Genesis: A, B, C, C, B, A.

PLAY AS ANY CHARACTER IN STORY MODE!

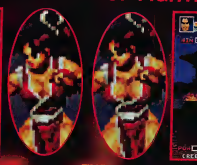
To utilize this trick, enter the option screen and set the music to the character you'd like to play as in the Story Mode. Now enter the code. On the overhead map you'll see Shaq, but you'll play as the character you've chosen. Genesis: Up, Down, B, Left, Right, B.





THE KING OF FIGHTERS '94 - NEO GEO









THE "BLOOD & BOUNCE" CODE!

KOF'94 for the homesystem is missing two crucial game elements: The blood and Mai's bouncy, er, attributes. To put these back in the game, simply connect both controllers and wait for the game's high score display. Now, simultaneously, press "A" and "D" on Controller 1, plus "B" and "C" on Controller 2. While holding these, press Start on Controller 1... that's that! It's B&B time!

Greg Kasavin & Shawn Terry, Lake Elisnore, CA.

YOU'VE JUST BEEN DEALT A KILLER HAND.





MARVEL COMICS

CAPCOM

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- Pro-Action & Game Genie Section -

URBAN STRIKE - GENESIS - PRO ACTION

LEVEL 1
Infinite Rockets. FFB2230009
Infinite Missiles. FFB1E3003C
Infinite Guns. FFB1A30009
LEVELS 2 & 3
Infinite Rockets. FFAC230009
Infinite Missiles. FFABE30009
Infinite Guns. FFABA30009
LEVEL 4
Infinite Rockets. FFC0210009
Infinite Missiles. FFBFE10009
Infinite Guns. FFBFA10009
LEVELS 5 & 6
Infinite Rockets. FFC5330009
Infinite Missiles. FFC4F30009
Infinite Guns. FFC4B30009

LEVELS 7
Infinite Rockets. FFBC7D0009
Infinite Missiles. FFBC3D0009
Infinite Guns. FFBBFD0009
LEVELS 8 & 9
Infinite Rockets. FFAD7D0009
Infinite Missiles. FFAD3D0009
Infinite Guns. FFACFD0009
LEVELS 10
Infinite Rockets. FFB0E10009
Infinite Missiles. FFB0810009
Infinite Guns. FFB0610009

Infinite Lives. FF10DF0003
Level Select. FF10C3000X

SUPER PUNCH-OUT!! - SNES - 'GENIE

Infinite Energy: C2A4-DFD4
Infinite Time: C9E3-64DD
Start with 5 Rematches: D1B7-0704

SHAQ-FU - GENESIS - 'GENIE

MASTER CODE: R15C-86VT
1 hit kills either player: PC8T-AEVT
After first match, always fight Sett: AKBA-BA82

EARTHWORM JIM - GENESIS - 'GENIE

Start with 200% Health, must switch off before bungee levels: GL3W-JAF6
Start with 9,000 Plasma Shots, 2nd life and after: GBRC-KWME
Plasma Gun Power-Ups worth 500: 8T1W-LCC8
Start on Darkness 5: DP5C-JADY

MORTAL KOMBAT II - GENESIS - 'GENIE
PLAY AS THE BOSSES AND HIDDEN CHARACTERS!

For the following three codes, don't hit Low Kick during a match.

Player 2 fights as Jade: CCMT-BE76
Jade's moves: Fan Toss - F, F, HP+LP. Flying Air Punch - F, DF, D, DB, B.
Player 2 fights as Smoke: B4MT-BE76
Smoke's moves: Spear Morph - DB, DB.
Player 2 fights as Noob Saibot: B8MT-BE76
Noob Saibot's moves - Dizzy Clone: DB.

For the following two codes, don't press buttons and directions simultaneously. Don't press Down or Low Kick.

Player 2 fights as Kintaro: BWMT-BE76
Kintaro's moves: Body Slam - Hold Block. Uppercut: HP. Front Kick: HK.
Player 2 fights as Shao Kahn: B0MT-BE76
Shao Kahn's moves: Shoulder Tackle - LP. Uppercut - HP.

Scott Hill, Burlington, NC.

SONIC & KNUCKLES - GENESIS - 'GENIE

Start with 99 Lives (Sonic & Knuckles ONLY): NPKT-AA60

The following codes can be used with Sonic & Knuckles only or with Sonic & Knuckles + Sonic 3:

Sonic can always Fireball Spin Dash: RENT-C6V6
Rings worth 4 in Special Stages: AWNA-AACR
Only 1 Chaos Emerald needed to become Super Sonic: AENT-CAG6
Become Super Knuckles with No Chaos Emeralds: AB6A-CACW

JUNGLE [illegible] ACTION

Gives you 99 red gems. 7E015E99
Gives you 99 green gems. 7E015D99
Gives you 99 coconuts. 7E1D9B99
Level Select. 7E0140XX
Float through Levels. 7E1DAD50

NATSUME CHAMPIONSHIP WRESTLING - SNES - PRO ACTION

Freezes the Timer. 7E180055
Automatically counted out when thrown out of the ring, and when you're on top of the ring ropes. 7E173A0A

DRAGON BALL Z - SUPER FAMICOM - PRO ACTION

Unlimited Energy for Player 1 7E0560FF
Unlimited Energy for Player 2 7E0660FF
Unlimited Fireball Energy for Player 1 7E0562FF
Unlimited Fireball Energy for Player 2 7E0662FF

DRAGON BALL Z 2 - SUPER FAMICOM - PRO ACTION

Unlimited Energy for Player 1 7E0562C8
Unlimited Energy for Player 2 7E0662C8
Unlimited Fireball Energy for Player 1 7E0564C8
Unlimited Fireball Energy for Player 2 7E0664C8

[illegible] AFTER II - SNES - PRO ACTION

Infinite Energy. 7E0D1E80
Area Code. 7E0D1602

SUPER STREET FIGHTER II - SNES - PRO ACTION

DJ Rave Remixes. 7E000CXX
Enables You to Hit the Enemy All the Time. 7E053C0X
Makes the Game Harder. 7E1D230C
Freezes the Timer. 7E192999



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JUDGMENT CLAY



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VIEWPOINT



Skid Nick Rox Takahara

IN CASE YOU ARE NEW TO THE PAGES OF GAMEFAN, YOU SHOULD KNOW THAT WE REVIEW GAMES IN COMPARISON TO OTHER GAMES ON THEIR RESPECTIVE PLATFORMS. ALSO, EACH GAME SHOWN IS REVIEWED IN DEPTH WITHIN THE SAME ISSUE. SO YOU GET FOUR POINTS OF VIEW.

SKID **NICK ROX** **TAKAHARA**

VIEWPOINT CONTEST WINNER

"OKC blew my socks off! I never thought that my SNES was capable of such splendor. The music puts you right in there with Diddy & Donkey!"
DAN DAMKOWSKI
COLUMBUS OHIO

GRAPHICS	10
MUSIC	10
CONTROL	9
PLAY MECH	9
ORIGINALITY	10
	99

THE MISADVENTURES OF FLINK · SEGA CD · VIC TOKAI · ACTION PLATFORM · 1 PLAYER · AVAILABLE NOW



What a game! Flink is simply put the best Sega CD action game that I have ever played. The amount of color on screen is staggering, the adventure is super long, and the art is the most detailed I have ever seen. Add to that perfect control, great music, and impressive special FX and you've got one of the top five games of the year!

GRAPHICS	10
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	10
	98

Vic Tokai! They rock! After Sony chickened out on what is quite simply the best Genesis game they would have ever had, little Vic Tokai comes along and buys the rights to the ultimate Sega CD platformer. This game truly has it all - an innovative potion system, rocking CD tunes, amazing special effects and perfect control. A must buy for every Sega CD owner.

GRAPHICS	10
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	9
	95

Flink is simply put the most beautiful Genesis game ever made. The visuals are practically unbelievable. On top of that you get a long and extremely addicting platformer with the originality of any four games. The move from cart to CD didn't hurt either, Flink CD now has great music too!

GRAPHICS	10
MUSIC	9
CONTROL	10
PLAY MECH	9
ORIGINALITY	9
	98

SOULSTAR · SEGA CD · CORE DESIGNS LTD · 3D SHOOTER · 1 PLAYER · AVAILABLE NOW



I became a BIG CORE FAN based on their incredible platformers, namely Wonder Dog and Son of Chuck CD. Recently, Core has taken a new direction, in to the shooting genre, I'm a tad bummed. Soulstar is a stunning technical achievement. The game is challenging enough for the most seasoned pro, has the full on Star Wars Soundtrack, and tons of diversity. Shooting fans will LOVE it. Core is awesome. Now, about that 32X WD sequel...

GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	9
	90

I tried very hard to like Soulstar... it was just so technically impressive. Scaling, rotation, and even 3-D Doom levels are fantastic, but when mixed with Robin Hood tunes and really, really weird control (hold "C" to move up and down??) the game didn't cut it for me. Still a very impressive shooter.

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECH	8
ORIGINALITY	9
	80

I really believe that Core can deliver technically outstanding games on any platform. From start to finish, Soulstar is another winner to add to their incredible catalogue. With a market that is amazingly low on quality shooters, Soulstar comes a big. A great purchase and nice X-mas gift for lucky Sega CD owners.

GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	9
	88

MEGA MAN X² · SNES · CAPCOM · 12MEG-DSP · ACTION PLATFORM · 1 PLAYER · AVAILABLE NOW



If you liked the first Mega Man, (on SNES) you'll REALLY like X2. It's more of the same with better music, badder bad guys, and longer levels. The added DSP gives the game a major boost. There is still some TM SNES slowdown in spots, but overall X2 is a more than worthy sequel.

GRAPHICS	8
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	8
	89

I love Mega Man. I do not love Mega Man X. In my opinion, Capcom seriously messed with MM's design when they spinalized him and piped in those really lame 1985 tunes. Sure, this cart has good graphics, great control and the Cx4, but it doesn't work on me. I predict Mega Man 7 will save our hero's SNES reputation.

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	8
	83

Right now, I'm busy reminiscing with my Sega MM, so I may be a little biased. Even though this is a respectable SNES sequel, it doesn't pack the awesome platforming power of the original pudgy little super hero that I grew up with. If you opt for SNES, go for X2. Hey, at least Capcom offers one for each platform.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	9
	85

SUPER STREET FIGHTER II TURBO · 3DO · PANASONIC · FIGHTING · 1-2 PLAYER · AVAILABLE NOW



Wow! A flawless (except for the missing parallax) Super SF2 TE that I can play at home, with music that is better than the arcade... and a new six-button controller! Super was starting to get a little old for me, but this fine rendition has brought me back once again. There's nuthin' better than Cammy's butt in high-res.

GRAPHICS	9
MUSIC	10
CONTROL	10
PLAY MECH	10
ORIGINALITY	8
	97

At first I thought, "Why another version of SF2?" but after playing the new 3DO version, it all became clear... this CD IS the arcade game! Nearly everything is here... control, graphics, and speech, but there are two notable exceptions: There is no parallax and the music is totally arranged, re-mastered bliss. A must-purchase for all 3DO owners.

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	10
ORIGINALITY	9
	98

What can I say?, everyone has played Super and knows how great it is. Just imagine a perfect version at home with quality Q-sound and perfect control, via either the Goldstar or Capcom six button pad. This is pure joy for any SF2 fan.

GRAPHICS	8
MUSIC	9
CONTROL	9
PLAY MECH	10
ORIGINALITY	9
	95

DEMOLITION MAN · 3DO · VIRGIN · MULTI-GENRE ADVENTURE · 1 PLAYER · AVAILABLE NOW



Demolition Man is a unique game for the 3DO. It is the first game to employ an assortment of engines effectively. Jurassic Park attempted this but fell way short in execution. DM does several things very well and comes equipped with mucho movie magic.

GRAPHICS	9
MUSIC	8
CONTROL	7
PLAY MECH	9
ORIGINALITY	9
	85

Cool multi genre gameplay is what saves Demolition Man for me. I don't think that one of any of these is powerful enough to support the whole game, but together it is quite the cinematic experience. As long as they keep those puppy's non-interactive I'll go along with the whole movie thing.

GRAPHICS	9
MUSIC	8
CONTROL	7
PLAY MECH	9
ORIGINALITY	9
	80

After completing Demo Man for the first time I got the feeling that I had experienced my first real 'movie game'. The 3DO's power to drive multiple engines, along with near perfect video really helped bring the essence of the film home. The attract modes are the best I have ever seen. Very polished.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	9
ORIGINALITY	8
	90

SEAL OF THE PHARAOH · 3DO · PANASONIC · RPG · 1 PLAYER · AVAILABLE NOW

If graphics made a game, Seal of the Pharaoh would score in the nineties. Unfortunately however, there's this little thing called fun that you are supposed to have when you play a game. In Pharaoh, you simply find the stuff to beat the boss and move along, one step at a time. Bring the No-Doze on this ride.

GRAPHICS	9
MUSIC	7
CONTROL	6
PLAYTHGH	6
ORIGINALITY	7
	69

Panasonic/Matsushita sure is turning into a mixed bag. For the most part, we've gotten quality titles like Burning Soldier, Guardian War and SSF2T... but we've also gotten strange drivel like this CD, Seal of the Pharaoh. This game tries to be a 3-D RPG but comes up very short with poor movement, frustrating and boring gameplay, and a lack of music of any kind.

GRAPHICS	10
MUSIC	10
CONTROL	10
PLAYTHGH	10
ORIGINALITY	10
	69

Seal of the Pharaoh is a pretty picture...and pretty indicative of classic 1st generation software. The game screams quality on the surface but, when you scratch it, you get a fairly linear quest that, all but the most inexperienced RPG'ers will find simple at best. It also contains one of the most bizarre collection of enemies I've ever seen...you haven't lived until you've taken down "Mr. Microphone".

GRAPHICS	10
MUSIC	10
CONTROL	10
PLAYTHGH	10
ORIGINALITY	10
	74



OFF-WORLD INTERCEPTOR · 3DO · CRYSTAL DYNAMICS · 3D RACING · 1-2 PLAYER · AVAILABLE NOW

Off World Interceptor is a hit and miss for me. There are things that I love, (the 2play. game & the incredible graphics), and things that I hate (the insane difficulty and relentless carnage on your vehicle). In the end however, I will purchase this title. It's Crystal so I know I'll grow into it.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAYTHGH	7
ORIGINALITY	8
	79

Playing this game with Storm was a joyous but as soon as he darted and I went for it alone, I realized that no matter how much I like these awesome visuals I can not take this much punishment. OWI is just to hard. I guess if you really like to chip away at a game OWI is for you.

GRAPHICS	9
MUSIC	7
CONTROL	7
PLAYTHGH	7
ORIGINALITY	9
	77

OWI is a great looking game and a well-intended project. Unfortunately, it just doesn't do the same thing for me as Crash & Burn and Total Eclipse. The game lacks clarity and sometimes you feel like you are going to spend an entire round in a fiery mushroom cloud. It is also incredibly difficult...if you think the previous two games were tough, wait 'til you get a load of this one.

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAYTHGH	7
ORIGINALITY	8
	75



CANNON FODDER · JAGUAR · PACIFIC SOFTWARE · 16MEG · ACTION/STRATEGY · 1-2 PLAYER · AVAILABLE NOW

Although no 64-bit power is exhibited here, Cannon Fodder is a fun, humorous, if lengthy game, that I think most Jag devotees will find pretty entertaining. There's quite a bit of strategy involved, along with plenty of shooting action. Why they didn't render the little characters, and make them a tad bigger and more animated bewilders me. CF coulda' been great.

GRAPHICS	7
MUSIC	9
CONTROL	8
PLAYTHGH	8
ORIGINALITY	9
	80

I'm sorry, I just can't get into Cannon Fodder. Everywhere else I think it's like some addictive joyful fun, but for me it's Genesis graphics, funny music, Europy play and just plain peculiar. Cursors are not for me. It's only part shooter. They should have went the extra inch and made it overhead action.

GRAPHICS	7
MUSIC	7
CONTROL	7
PLAYTHGH	8
ORIGINALITY	9
	69

Cannon Fodder has got to be one of the oddest games I have ever played. Why I played so long boggles me to this day. I guess the humor is the saving grace here. Every battle is highly exaggerated with teeny downed soldiers wailing in pain as you move forward through the countless mini wars. The theme song alone is worth the price of admission.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAYTHGH	9
ORIGINALITY	9
	80



VAL D'ISERE · JAGUAR · ATARI · 16MEG · SKIING/SNOWBOARDING · 1 PLAYER · AVAILABLE NOW

I found VSS a joy to play. The action is super fast, there are ample play mechanics, and a hearty challenge that makes the game last. Graphically, the art is right on, as are the movements of the characters in both events. The music is a tad Euro-Hokey, but the speed rush and smooth scaling will have your mind on other things, like the snow bunnies... they must be cold.

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAYTHGH	7
ORIGINALITY	9
	88

This game is meant to be impressive, but I find little differences between VD'SAS and the SNES game Tommy Moe's Winter Extreme. This isn't saying Val D'Isere is a bad game...it's not. It's a quality snowboarding sim, but this is supposed to be 64-Bit force! A fine game for the Jaguar sportsfan, however.

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAYTHGH	8
ORIGINALITY	9
	83

Val d' Isere S&S marks the first real skiing/snow boarding simulation for a home console. The realistic scaling really helps drive the realism home and the control is very true to the actual sport. There's a bit of a learning curve involved, but overall this is a quality title.

GRAPHICS	9
MUSIC	9
CONTROL	7
PLAYTHGH	8
ORIGINALITY	10
	88



ZOOL · JAGUAR · ATARI/GREMLIN · 16MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE NOW

Great graphics, a cool new character, and incredible sound ? It's about time I know my comrades will think that Zool 2 is just plain to hard but as a lover of platformers I will savor every challenging second. The new Zool is a huge improvement over the extra lame candy game. Buy the way, where can I buy a Chupa Chup?

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAYTHGH	8
ORIGINALITY	8
	88

It's a widely known fact the Jaguar is devoid of powerful platformers. Unfortunately, Zool 2 does very little to combat this problem. This game slaps the eye with painfully fantasmagoric color but the lack of continues, ultra-mini, hard-to-dodge enemies and the bizarre collision knock the Ninja from the Nth Dimension into platforming purgatory.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAYTHGH	7
ORIGINALITY	8
	75

I didn't like Zool very much when I first played it on the Amiga. The character was likable but the overly cute bg's had me clamoring for the off button. Zool 2 on the Jag is much improved. Visually, Z2 looks rich and the audio is superb for a cart. If only the frustration factor was lower this would be an incredible title.

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAYTHGH	7
ORIGINALITY	8
	80



IRON SOLDIER · JAGUAR · ATARI · 16MEG · SIMULATION · 1 PLAYER · AVAILABLE NOW

Iron Soldier excels in just about every way possible. Except for the absence of complete texture mapping, this is a perfectly executed game. There is major fun to be had in IS with mega diversity, and the graphics and music are pure quality. Adventures of this magnitude are sorely needed on the Jag. Great game!

GRAPHICS	9
MUSICFX	9
CONTROL	10
PLAYTHGH	9
ORIGINALITY	9
	92

Thank God Jaguar fans are finally getting quality games... they sure have waited long enough. At any rate, IS is probably the best Yag game ever. The polygonal landscapes are powerful, the music is fair and the gameplay is truly addictive. Too bad we didn't get more texture-mapping. Every Yag owner must buy this.

GRAPHICS	9
MUSICFX	9
CONTROL	9
PLAYTHGH	8
ORIGINALITY	9
	91

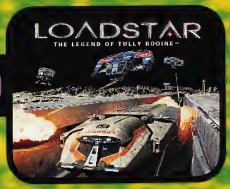
Iron Soldier is the best game of its kind. Someone (Atari) has finally been successful at bringing the true 'Mech' feeling home. Realistic scaling, incredible AI, great audio and a very worthy challenge make this the best Jag game yet.

GRAPHICS	9
MUSICFX	9
CONTROL	9
PLAYTHGH	9
ORIGINALI	9
	95




ROCKET SCIENCE.
>>■C-OME(IN(■■XX D-OOYOUOREA-D...TULLY!...■IS THAT YOUX?.))))DO YOU R.EAD-ME....TU-LLY?...I'M(■■GONNA))))FRY
YOUR AS*S■..))) THIS IZ X. ROCKET.))))SCI-ENCE...GAME.1...LOAD-STAR.■■DO((((()U READ.)E.■■.. THIS I() ROCK
34 5 5 2 34 9 24005 24 78 1 23 0 68 7 24 4

GAME 1.■■■ILOAD/STAR■■■■.. <<*THE.LE-GEND.►OF TULLY*■I*BOOINE™*.AN(*INST..ANT■>CULT..CLASSIC■■ STARRI■■NG NED BEATTY))WRITTEX XBY--RON COBB.)))



THESE.E ■■RR((NOT MOVIES)))..■■THESE< ARE>>>ANEW BREAKK./THRU.IN**VIDEOG.AMESS.■■■ ..MOVIE-LIKE XXPER-E ENCES ■■■WITHMORE(REALIZM.MORE EFX.MOVE■■.THRILLS



GAME 2►*CADILLACS<<AND►DINOSAURS*.YOU RE ■■AUTH.COMIC BOOK.■■NOW.))U.CAN(GET))INSIDE<< COMIC..BOOKREA►LITY BASEID ON ■■ITHA GRA/PHIC..NOVEL►■OF((MARK SCHULTZ)))



HOLLY.WO-O►■■ MEETZ<<SIL.ICON*VAL--LEY..■■■■))..THE CREAO>>TORS R.■■SOME►OF ■■TH. PEOP-PLE ■■BEE-HIN.■■D ■■ALI ENS.))-)THE ABYSS... A-ND >>TER ■■■■MI.NATOR-II



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THE ADVENTURES OF MONITAUR




ROMP!
YEEEHAA!
HOURS PASS AS THE POSTMEISTER DRIVES ON, INTO THE DEPTHS OF AGOURA...
VRUMM
MAN, I'M REALLY GETTING DEEP INTO THE WILDERNESS NOW. MAYBE I... WHAT TH'..?
SPLUT
OH JEEZ
WHY YOU LITTLE...
FLING
SPLAT
SKREECH!
AFTER SCREECHING TO A HALT...
MMF
GRAB
NO MONKEY THROWS BANANAS AT MY RIG!
I'LL HAVE TO HEAD BACK AND FIGURE OUT WHAT TO DO WITH YOU... WHERE THE HECK DID ALL THESE BARRELS COME FROM?!
BRUMMM
BRUM


HEY, CHIEF. I THINK YOU SHOULD COME LOOK AT SOMETHING.
?
SHORTLY
OR, POSTY, WHAT'VE YOU GOT?
SEE FOR YOURSELF
US MAIL
US MAIL
HEY.. WHAT A CUTE LITTLE GUY. ....OH MY GOSH!..IT'S DIDDY!
POP!
Y'KNOW, HE IS KINDA CUTE. MAYBE I'LL KEEP HIM.
NO, POSTMEISTER YOU CAN'T KEEP HIM! DO YOU KNOW WHO HIS UNCLE IS?! HE'S...
AHEM!
YAAAH!
UNCLE!
GRRRRRR
AWRIGHT! NOW IT'S YOUR TURN. FINISH THE STORY!
Wolfman '94

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1988...



1989...



1991...



1995!



SEGA

24 MEG

STRATEGY GUIDE

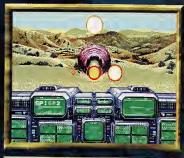
PHANTASY STAR

The end of the millennium

PREVIEW

ROLE PLAYING

AVAILABLE FEBRUARY









Finally, Sega has wised up and will be releasing one of the true great Japanese RPG's of our time, Phantasy Star: The End of the Millennium. As a game, this is the best Sega RPG ever - 24 Megs of joy, incredible new ideas like attacking from vehicles, combining spells and bounty-hunting subquests. PSIV is one of the true great RPG's, sharing this distinction with such masterpieces as Tengai Makyo II, Emerald Dragon, Final Fantasy VI, Lunar and Dragon Quest V. Its filled with some of the best effects, music, storyline (er, in the Japanese version) and play mechanics ever seen on any system, and it's most unique trait is the fact events are played out with full-screen cinemas, as you will see in the next three pages. Here's a sneak peek at the first couple hours of PSIV and, rest assured, you'll be seeing lots more coverage of this joy-title up until its February release! -Nick Rox













CHAZ



AGE: 16
HUNTER



AGE: 1
NUMAN



RIKA



RUNE



AGE: ??
WIZARD



AGE: 998
ANDROID



WREN



PHANTASY STAR IV STRATEGY GUIDE PART 1



The journey begins...



After arriving in Pista, talk to the Principal.



Enter the basement after meeting Hahn.



Try to reach level 3 con't.





before confronting Igglanova. Be sure to bring some monomate, too!



After killing Igglanova, see the principal.



It turns out he knew far more than he said he did.





Zio, the Black Magician, appears. You'll learn of Prof. Holt and the Birth Valley. After this confrontation, head to Mile in the NE.



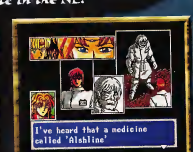
In Mile, buy Chaz a Steel Sword, Alys two Slashers and give Hahn Chaz' knives.



Now head to Zema, in the NE. Everyone's been turned to stone!



Enter Birth Valley, to the north of Zema.



Hahn will recognize one of the people turned to stone as Prof. Holt. Alys will mention "Alyhline," a potion which can cure petrification...





...but it is found in the far south, in Molcum.



On the way to Molcum reach Level 6.



In Molcum, a catastrophe has taken place!





You will meet Rune, a friend of Alys'. He'll join your party and direct you to Tonoe, in the far NE.





Rune is equipped with powerful attack magics, like Hewn and Flaeli, which will make the journey easier.





While in Krup, visit Hahn's parents and fiancee, and purchase everyone Carbon armor.



Now, head to Tonoe.



The entrance is blocked, but...



...Rune takes care of the problem with ease!



The Valley Maze is filled with tough beasts, so be sure to bring Monomate.



Once on the other side, Tonoe's in sight!



Explore Tonoe and update the party's arsenal with Titanium weaponry.





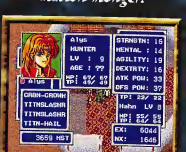
Head north to meet Dorin, an ancient information monger.







Dorin will direct you to the village warehouse to search for Alphline. You'll also meet a young Motavian warrior, Gryz, who will be your guide. Rune will leave your party at this point, with Dorin.



Try to reach Level 9 before tackling the warehouse.







The warehouse will be your greatest challenge yet. Take care, and don't forget to collect all the treasure chests!



Finally, Alphline! Now return to Zema.









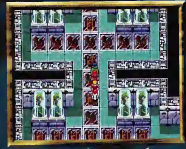
When you arrive in Zema, you'll automatically give the Alykline to Prof. Holt and the townspeople. Prof. Holt will inform you of Birth Valley's mysteries, so you decide to investigate. Unfortunately, Igglanova's back! After defeating him enter Birth Valley...



...which is supposed to be cursed. What mysteries await inside?



Towards the back to the cavern, you'll notice a door.



The door leads to the Bio-Plant, which is filled with technology never before seen in your world.





Work your way through it's twisting halls, collecting new Ceramic weapons...





Until you meet Prof. Holt! He's with a 1-year-old artificial life-form, Rika.





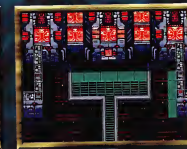






Rika was created by Seed, one of the long-lost computers that control Motavia's ecosystem. These computers have malfunctioned and are creating the Bio-Monsters.







Seed sends Rika with you to destroy the other computers, and tells you the only one who can do it is an android named Demi. Unfortunately, Zie's got her! After you leave, Seed destroys himself. Where will Chaz and his party go now? Find out in the next GameFan!

Such is Phantasy Star: End of the Millenium. Next month and beyond, we'll bring you more in-depth guides on this incredible game. So, until then, keep begging SOA for more RPG's!





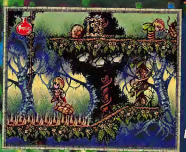








The Misadventures of Flink



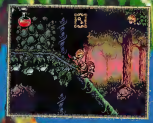
VIC TOKAI SEGA CD AVAIL. DECEMBER REVIEW

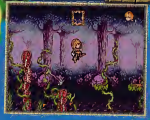
I was sooo mad when I heard that Sony passed on Flink because it wasn't a big enough license. I mean, here is a contender for game of the year and, because it's an original title, it almost gets flushed!!!

WHAT THE HECK IS GOING ON IN OUR INDUSTRY? Oh ya Sony, Cliffhanger's OK, but this masterpiece won't cut it...right.

Enough of that, low and behold as I began to weep, Kid Fan storms in with his hands in the air..."Vic Tokai's picked up Flink....CD!!" CD? Whaddaya mean CD? So let me get this straight, Flink, a game in which the music was the only flaw, is now on CD!? YES!

That's right, Sega CD owners are about to become the lucky recipients of one of the best platformers ever made with quality arranged music included. This is not good news...this is GREAT news! Simply put, Flink is an amazing game. You have NEVER seen color like this in a Sega game, the artwork is practically beyond belief, and the special effects will make your jaw hit the floor droolin'.











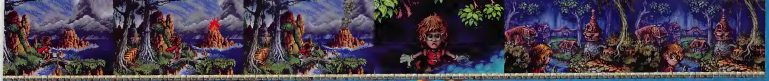


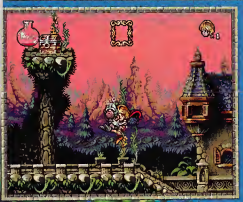


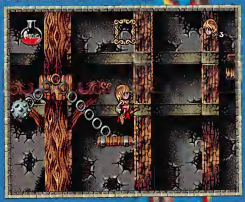


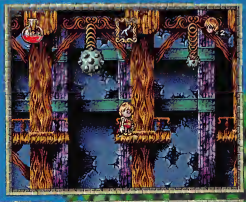


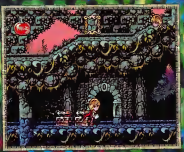
THE MANY MOVES OF FLINK!









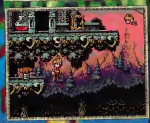




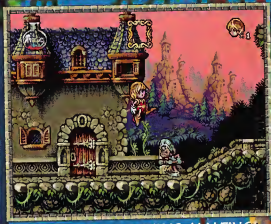








GF readers are already familiar with the game (we covered it extensively before the delay) but, for those of you who have just joined us, believe me, this is one game you gotta have. I expect you guys to show your thanks to Vic by rushing out the second Flink is released and buying it. We really need to show the powers that be that originality and brilliant programming beats a crummy, cheapo license any day of the week. Otherwise, we'll all be playing Power Rangers FMV games while we look for a razor blade. Sega CD game of the year... by a mile! -E. Storm



THE DETAIL IN FLINK IS AMAZING!

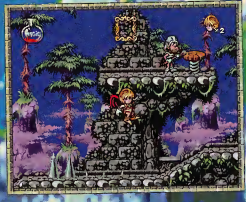


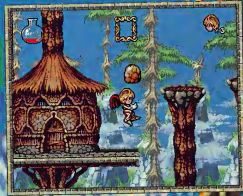
















ACQUIRE ACID... MELT SPIDERS



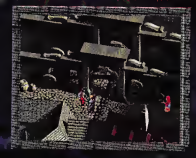
ROUND ONE...



FIGHT!



"FRANK OUTTA HERE..."





"NICE DOGGIE"





"FRANK NEED POTION"



"FRANK NAB KEY"

Ok, so the movie sucks, big deal. Hey, Frank's cool, he's talkin' and goin' for the babes!

I know Frankenstein as a guy with a square head and bolts in his neck, and his bride looks like Julie Tanuta on steroids. This guy is obviously an imposter.

Fans of Sony's Dracula, or those who love a challenging adventure, should relish the opportunity to guide Frank through this visual feast of a Sega CD. Psygnosis has done the honors once again and packed this puppy with computer graphics out the wazoo and one nice-

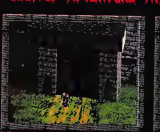
MARY SHELLEY'S FRANKENSTEIN

SONY • SEGA CD • ADVENTURE • AVAILABLE NOW • REVIEW













"MOMMY?"

PEOPLE GENERALLY HATE FRANK, BUT HE PERSEVERES...

ly animated Frankenstein Monster. This time out the music's in as well, and Psyg's graphics lend themselves to this environment much better than the side-scrolling Stoker's Drac. You guide the limping stitchmeister through the game, finding items to complete each level and fighting all who dare cross your path. Frank packs a mean head butt and a host of kicks and punches. He's no Ryu mind you, but this ain't SF2 either.

The graphics in Shelley's Frank are excellent (except for some truly ugly sprites, like the dogs) and the overall feel of the game is much like the movie. I found the overheads especially appealing. The music provides ample gloom and in the end Sony's come up with a pretty darn cool game. If you like the goulish stuff, definitely give it a whirl. —*Mr. Cho*



"FRANK LOST"





























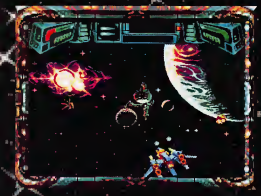


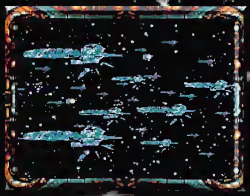


Welcome to another installment of our Ristar updates. After feasting your eyes on these shots, read on... This month, we'll delve into the play mechanics of Ristar. First off, Ristar's elastic arms extend about three times the length of his body. This is used to grab enemies, and from here you'll have two choices: Let go of the button and ram them, or, if they're flying enemies, hold on to the button to stay on their flight path or swing around them and propel yourself in another direction. Ristar can also use his arms to rocket (and I mean ROCKET.... eight screens high!) off poles that are scattered throughout the landscape with his shooting star technique. You can also use his rather flexible limbs to flip around obstacles that block his path. Tune in next month for more info. on what will become one of the best 16-bit games of '95!

- Nick Rox

SEGA • 16 MEG
AVAILABLE FEBRUARY
PREVIEW

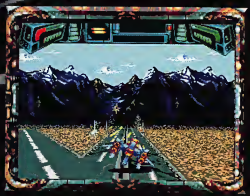






SOULSTAR

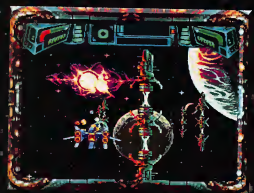
CORE · SEGA CD · REVIEW · AVAILABLE DECEMBER

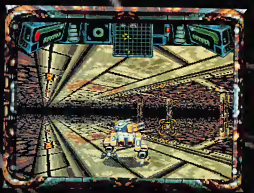


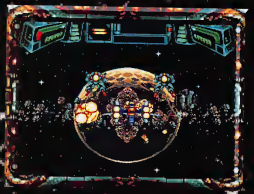
It's too bad that Core wasn't responsible for more of the original Sega CD titles. There is no question that they design the games that gamers want to play. If we could have gotten more Wonder Dogs, Jaguar XJ220's and Thunderstrikes, the platform would have thrived over the past couple of years. SoulStar is the latest game to bring their trademark graphics and quality programming into the home, and it's a wonderful thing to behold. What strikes you first about this shooter is the overall presentation value of the title. No detail is too small for these guys as the graphics, setting, and music, blend perfectly to create a game environment that is a joy to behold. SoulStar is on the difficult side and the Genesis/Sega CD's color palette limitations can make visibility a problem. But, neither of these issues take away from the quality of the title. What does limit the experience is the control scheme. For example; when confronting the first boss, you must pivot around it and move up and down by holding the "C" button while holding the "A" button to fire. In the meantime, you have to use the "B" button to accelerate and decelerate...EXTREMELY difficult! AND, you must switch weapons by holding down the "A" and "B" buttons at the same time...ahhhh! It's really not as bad as it sounds. Graphically, the enemies and ter-





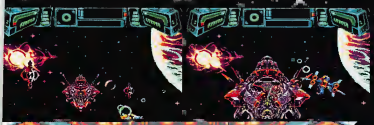


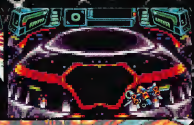
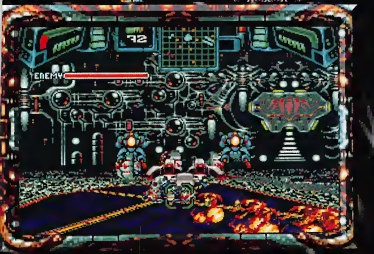


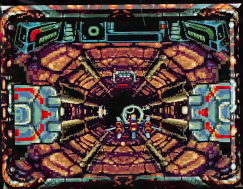
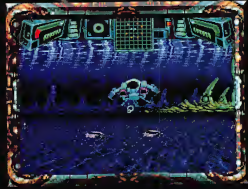
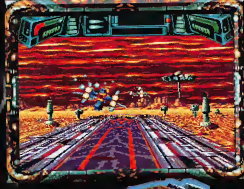




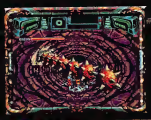
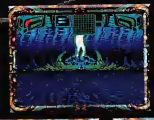


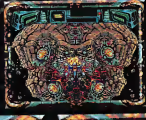


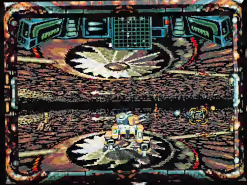
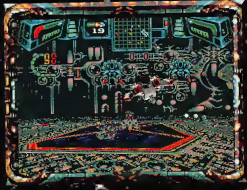



rain are drawn beautifully, with great explosions as you plow through planet surfaces and shoot through the outer reaches of space. And the soundtrack does a great job of duplicating a Star Wars/John Williams feeling. If I had to rank Core Sega CD games, I would put SoulStar slightly behind the other three mentioned above. Of course, that's incredible company to share shelf space with. Sega CD owners will definitely want to add SoulStar to their Core collections. In this suffocating era of FMV games that continues on the Sega CD, SoulStar and Core are a breath of fresh air. - *Talko*




Power, that is what this game exudes, pure power! The Adventures of Batman and Robin sends games like Aladdin running home for Mommy. This is not the next generation for 16-bit this is the last generation. It has now hit its peak, as you will see when you experience Sega's Batman and Robin, technically, the most amazing
SEGA
FEBRUARY
the adventures of
BATMAN & ROBIN
2 PLAYER SIMULTANEOUS ACTION!



THIS IS 16-BIT?



16-bit game ever created.

In level one (pictured below, looking on to the buildings) the entire level line scrolls from top to bottom! It is the most 3-D looking environment I have ever seen on the system. I have not seen this effect on any 32 or 64-bit platform...scary. In the overhead shooting sequences, again, everything line-scrolls, but not just right to left. You can move two screens high as well! The second shooting level (in red) will feature an enemy that will weave through the holes that cover the 3-D terrain. This effect must be seen to be believed, it is nearly seamless.





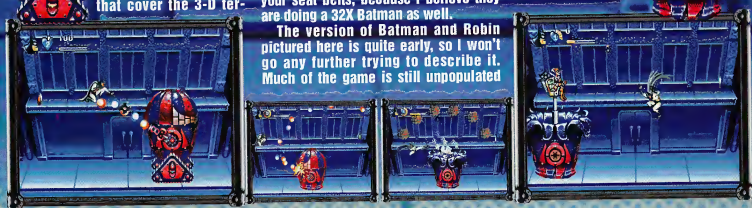
BEG FOR MERCY!

Batman and Robin each have several kicking and punching moves, along with eight way directional shooting attacks. They grapple in almost every level and are animated perfectly.

I don't know for sure who is responsible for this programming but my guess is Scavenger. If that is so than fasten your seat belts, because I believe they are doing a 32X Batman as well.

The version of Batman and Robin pictured here is quite early, so I won't go any further trying to describe it. Much of the game is still unpopulated at this time. I will say, that judging by what I have seen so far, this is the farthest I have seen the Genesis hardware (which seems almost magical) pushed. Once again, the Genesis is about to astound us. Does this hardware have boundaries? It's almost like a Genesis with a better color palette and CD quality audio would be the ultimate system. Strange isn't it? Batman and Robin is scheduled for a February release. Prepare to be amazed by your five yr. old Sega, once again.

- E Storm















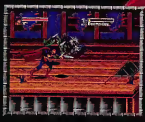








For those who thrive on the side scrolling beat 'em up, '95 has been a slow year...really slow. In fact, you're probably playing Maximum Carnage right now (sorry). Well, here's one for ya, The Death and Return of Superman. I honestly think that Sunsoft has made this game as good as it possibly can be but, in the end, fighting enemy, after enemy, after enemy, I found myself rather weary. I'm sure the same would be said about Final Fight if it were released today, games have progressed, leaving this genre behind for the buzzards. In the art dept., the game soars, as the characters are portrayed perfectly. You also get to play as all four Supermen as impostors come out of the woodwork after Doomsday breaks the man of steel's will. Each Superman has new attacks, in the air and on the ground, lending sporadic diversity to the action, but you still do basically the same thing for way too long. Maybe this genre should die, because a year ago I would have liked this game but, these days, with guys like Jim, Flink, and Booger around, and Gex and the rest of the 32-bit pack on the way, I just can't get excited. But, if you go for the X-Men, and the rest of the arcade side scrollers, I'm sure that you will find my commentary a mere stumbling block on your way to buy this title. *-Takahara*





























Action RPG's have become an endangered species over the past couple of years. Import Action RPG's barely exist. In fact, since Landstalker (the greatest one of all time), Sega has not had a good one, until now.

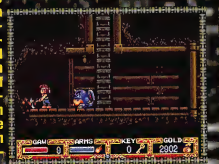
The now defunct Sega/Falcom left a little something behind before their demise, and Working Designs (of course) scooped it up. Falcom was responsible for the amazing Y's series and a lot of what made those games so special comes through here, in a story about Mail, a female Bounty Hunter with a snappy personality on a trek for the bounty of a lifetime. Mail is after Muttonhead, the evil magician who is attempting to awaken an evil that has long been forgotten. One of his apprentices, Tatt, along with a member of the 'Gaw' race, will join, and then help you, in your quest. You get three characters to control in this game. Each has a specialty, which is up to you to discover. The action in Popfulmail is a mixture of adventure and platforming, with real speech interludes throughout (with NO loading) as the story unfolds.

The adventure (following suit with all of Falcom's products) is laced with towns, each with a unique form of inhabitant, mini-quests galore, and huge bosses that take forever to kill. PM also features a great soundtrack, nicely animated intermissions, a decent story, and detailed, lightly animated characters. No doubt about it, this is a quality game.





























Piece o' cake! Stand at the top of the stairs. This guy will first stop and throw his arm. Duck it, run up and hit him once. Then run back to the stairs, squat and, as he approaches, turbo the sword for mega hits. Chase him back, when he stops take one more hit then repeat the pattern.











This is some head trip!, if they land on you, you're toast! Use Mail. Activate your Amulet, run across and start shootin'. When they get close, reverse the process.



This guy is tough! Use Mail. Jump and shoot him in the head twice when he faces you, then...run! He'll cause a quake. So, if it looks like you're gonna get a rock in the head, pause quick... Amulet time!

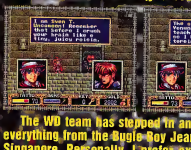








This hot head's bark is bigger than his bite. Use Mail. Find the safe spot near the left end of the platform and angle your boomerang (you bought one I hope) at his heart. Be prepared to jump when his gauge gets low.







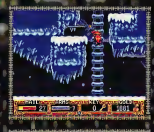


The WD team has stepped in and totally Americanized the speech to include timely puns covering everything from the Bugle Boy Jeans commercials to the kid who got the cane for spraying graffiti in Singapore. Personally, I prefer exact translations when it comes to imports, (fix the Jonglish and release it) but I'm sure that the majority of Sega CD owners will find it entertaining and extremely well produced. WD has also added a heap of scrolls and of course, polished the soundtrack. Another big plus about PM is the length of the adventure. This is a looong game, the levels are huge and require a lot of exploration, and the adventure itself covers a ton of ground. The scenery along with the terrain and weather, changes frequently. In the area of graphics and effects no new ground is broken here but that is not what the producers intended.

I think Falcom set out to bring us kind of a side scrolling Y's, and they have achieved that with Popfulmail. To say the very least this game is long over due for the Sega CD and many more would be welcome. But who's going to make them? After 'Lunar 2' and 'After Armageddon' (Working Designs will bring us both in '95) the Mega CD is all but caput in Japan, as the mighty Saturn takes over. So then, will WD start bringing Saturn RPG's our way? You betcha! - E Storm















It's Muttonhead and Nuts Cracker from the beginning of the game! This meatball is asking for some serious trouble! Think you're near the end? Not even close!

WHAT ARE YOU?

















He's fast, but no worries. Duck beneath the stairs and just pop up when he comes to a stop.









Loving Sisters! Sister one is weak. Stand at the left and use the boomerang. Do the same for sister 2, but when you see her ground attack coming, pause and use the amulet.











Plan to spend some quality time with this boss. Most weapons only take off one point out of a hundred... and he changes forms. Be patient, shoot him when his eye is open and prepare to jump. The second form, well... you're on your own!

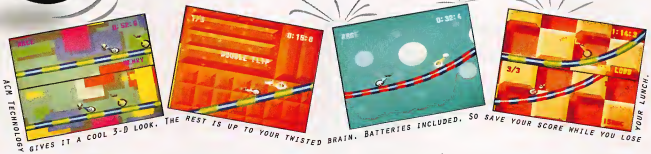


KIDS TO ADULTS
AGES 6+
©1994 Nintendo of America Inc.
Uniracers is a trademark of Nintendo of America Inc.

Q: O.K., you're doing 150 out of the half-pipe when suddenly there's this patch of **sticky goo** in the road ahead...whataya do?

A: "Use caution?" BZZZZZT-WRONG! You floor it and go for the triple Z flip...DUH!

This is **Uniracers™!** Where it's not whether you win or lose, it's how you thrash along the way. **Big stunts** mean big points. Because when this hot dog cooks, there's nothing like it.



OK, maybe if you ripped three wheels off your skateboard, twirled around about 100 times and climbed on a greasy speed ramp...yeah, I guess that's sorta like it. But with Uniracers you can **go head to head** with your homeys from the safety of a well-padded sofa. And if you try this kind of craziness on the street... **SCAB CITY.**

Ooh... I think I'm gonna hurl again.

Only For SUPER NINTENDO ENTERTAINMENT SYSTEM

PLAY IT LOUD







LOONEY TUNES B-Ball

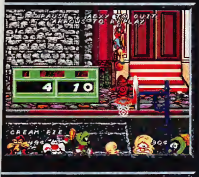
REVIEW • SUNSOFT • 16MEG
AVAILABLE DECEMBER



Talk about high quality! Sunsoft's new Looney Toons B-Ball has got to be one of the coolest SNES games that I have ever played. It is certainly the best non-sports, sports game ever created. This is a game for ANYONE who likes to have fun, alone or with friends. I have heard comparisons made between this game and 'NBA Jam' but I don't see the similarity, except for the monstrous dunks. This game has way better animation, artwork, voice, and music. Each character has a host of bizarre moves including a signature dunk. To make these even more crazed, you can set the wacky level on this game between one and five. So you can go from straight two on two to pranks galore at the flick of a switch. In the control dept., LTBB also excels with amazing control for such animated characters. My question is, where has Sunsoft been hiding these amazing programmers? This game doesn't resemble any of there previous 'Looney Toons' stuff. Imagine guiding Taz towards a monster dunk only to have Bugs quickly transform in to the full on babe, (a Bugs babe, Doc) rendering Taz totally mesmerized! Such is the play on wacky level four. LTBB isn't just about pranks though, if you so desire, you can enjoy a fast and furious game of two on two as well.

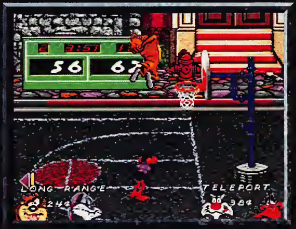








The sound effects in LTBB are right out of the Warner Bros. cartoons. From Bug's trademark wise cracks, to the grunts of the fearsome Taz, to the background effects, this is vintage Looney Toons at its crystal clear best. For lasting gameplay Sunsoft has provided TEN levels of difficulty, so no matter how good you think you are, a new challenge always awaits. Up to four people can play with the addition of a four player tap, and every vs. configuration imaginable is included in the game. You can also configure your controllers and set the length of each quarter. LTBB has been buttoned up as tight as a drum, there is absolutely no bugginess, poor collision, slowdown, or flicker in sight. For a SNES game with nice sized sprites like these that is quite accomplishment. Looney Toons B-Ball gets a big "Toon-shaka-laka" from this reviewer. If you go anywhere near two-player, sports, or action games, head directly for Sunsoft's Looney Toons B-Ball! *- Mr. Goo*



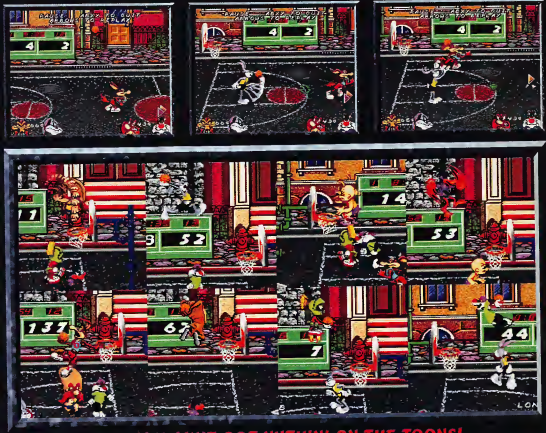
TOON SHAKA-LAKA!!





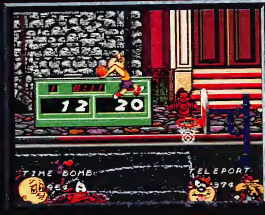






THE JAM AIN'T GOT NUTHIN' ON THE TOONS!





The Addams Family Values

PREVIEW | OCEAN | 16-MEG | COMING SOON







FIRST GO WEST AND DEFEAT THIS WEED TO OPEN THE GATE...



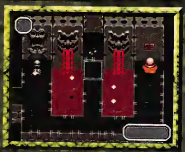






THIS PLANT WILL ASK YOU TO BRING IT THE BLACK ROSE. OBTAIN IT IN THE EAST DUNGEON BUT DON'T GIVE IT TO HIM, GIVE IT TO MORTICIA FOR A LITTLE GIFT. YOU'LL ALSO FIND THE GREENHOUSE KEY IN THE DUNGEON.



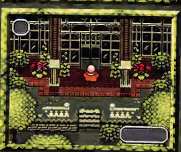












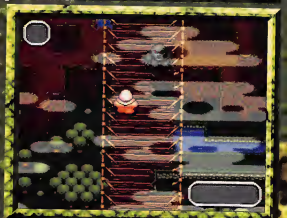


Da-da-da-da, click-click, da-da-da-da, click-click, da-da-da-da-da-da-da-da-da-da, click-click. It's been the most successful re-birth of all the old TV shows. The Flintstones came and fizzled, and Oennis the Menace went by almost un-noticed, but the Addams Family stuck. Of the two feature films it spawned, the latter was the best but, now, with the untimely demise of the great Raul Julia, it will unfortunately become the last. Ah ha!, but not for lucky SNES owners! (That's my Gomez.)

Coming soon from Ocean, it's Addams Family Values, not just another movie game, oh no, not by a long shot. This is more like Zelda with Uncle Fester! This cart. astounds me. The graphics are detailed to the max and brilliantly colored, the music is top quality SNES, and the gameplay is total Zelda, with a huge map to explore, mysteries to unravel, and labyrinths to conquer. This fine adventure is slated for release in early '95, so mark it on your calendar, you don't want to miss this one. Come along Thing, it's time for my massage... - Mr. Goo


















I NOW HAVE A SOCCER KEY


I NOW HAVE PUMPKIN
I QUIT


FIND THE BONE SPOON AND GRANNY MAY BAKE YOU A SPECIAL BATCH OF COOKIES...





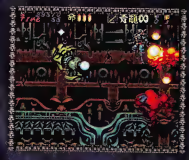


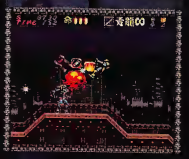




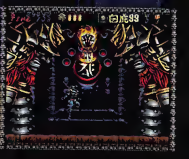

This March, Hudson's hoping to make SNES Strider fans quite happy with their latest action adventure title, Hagane: Final Conflict. Hagane, which means Steel in Japanese, is a cyborg ninja warrior, powered by the Buddha Pistons, who must save a future earth from sure domination. To do it, he's equipped with several powerful ninja weapons ranging from his Holy Dragon Sword to his White Tiger Bombs. Hagane has a wide variety of regular attacks as well, like his ultra-Strider-like grappling tool, Run Saber thrusting downward attack, a spinning fire jump, and an invincible dashing attack. Hagane can also make use of elemental magic that takes out everything on the screen and looks quite cool in the process! This 16 Meg escapade consists of 6 stages, each with about 4 sub-levels. The graphics are drawn in a rather dark style, heavy on the Japanese overtones, which only contributes to the game's overall chaotic feel. The music is decidedly modern, but there are truly cool Edo-era inflections that propel the game's music into the hierarchy of videogame tunes. All in all, Hagane seems to be shaping up into a rather fine package. Look for more on this cart. as soon as the final version is available.

-Nick Rox







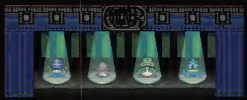
HAGANE

Hudson Soft • 16MEG
Avail. March • Preview

ROBOTREK

ENIX • 12 MEG • RPG • AVAIL. NOW • REVIEW











"Boy, these . . .



guys are . . .



really bad!!"

Enix, the grand master of RPG's, has decided to release their recent Japanese hit Slapstick in the US as "Robotrek." Thank God the translation of Japanese RPG's is picking up here... Anyway, Robotrek is one of the most original RPG's I've ever seen - you don't even fight your enemies... you build robots to do that for you! This is the essence of Robotrek... you can build them in any way, shape or form you like and outfit them with any weapon of your choosing. It's nice to see a totally new feature like this in today's RPG's, but it's sad that a great game like this will probably be totally ignored in the FFIII rush... but don't let it! Even more unfortunate for this fine RPG is the fact that the graphics seem extremely bland, which very near ruins Robotrek. The music is OK, but very, very, VERY hyper-cute. Nonetheless, for a totally different and refreshing RPG experience, try Robotrek. *-Nick Rox*



Saved the children!



"Stand back!"



"I can't see!"



Beware of strong currents!



Prepare for battle!



In the lab . . .



"I wonder where this goes?"



Follow the road!



Gee! That was fun!



Steamed crab, anyone?



Squawk!



Uniracers is Nintendo of America's second release which uses their computer-rendered graphics technology Advanced Computer Modeling (ACM). The disappointment is that the only graphics created are unicycles and the multi-colored, tubular race tracks. That aside, this unique racing game can become addictive very quickly. My thumbs became sore from trying to attempt the various trick maneuvers that the unicycle can perform when airborne.

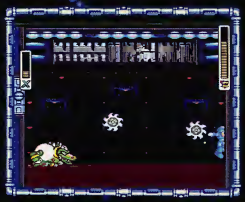
As with other racing games, the objective is simple — beat the other guy to the finish line, in this case a friend or the computer. What makes Uniracers fun and interesting, aside from the fact that you are racing a unicycle, is the manner by which you win. As the track segments end and send you skyward, you can perform a trick move or a combination of moves, such as Double Twists, Z-Flips, and something called a Tabletop (where you send the uni horizontal). Once you land, if you do not wipeout, the uni accelerates depending on how many tricks you pulled.

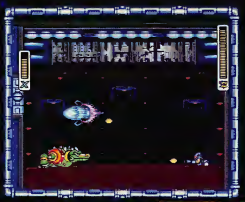
The numbers of the game are pretty impressive. Track and player numbers that is. There are four rounds with five tracks in each round. Once all five tracks are completed you receive a bronze medal and then go for the silver and gold medals, totaling 15 tracks for each round. Did I mention that there are four hidden rounds, bringing the total number of tracks possible to 120! Once you figure out the intricacies of the bronze medal tracks, they are pretty easy to finish. The gold medal tracks are a completely different story. This is definitely a game with excellent longevity. The other sweet number is 16. That is the number of players who can save their game. Even better, when two players play, the winner gets to have the victory added to their total, while the loser gets to chose the next game to be played.

One of the cool things I liked about Uniracers was that one of the five tracks is simply a stunt track where you gain points for the difficulty of the stunts. It was a lot like being a professional skateboarder in a half-pipe, more like a pool. These are the tracks where my thumbs got worked. Although it's no Donkey Kong Country, the ACM technology is nonetheless impressive. As I continued to battle the computer, my uni began to take on human characteristics, the seat turning into a head as it looks behind him, bowing after a win, banging on the track after a loss. I almost wish it had a voice.

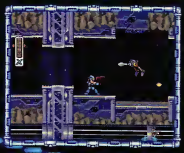



7/7
0:57:4
KEN
7/7
0:57:4
POOCH
1/5
0:12:6
Fritz...
he can count to 2
1/3
0:28:9
DOUBLE FLIP
MICHELLE
1/3
0:28:9
POOCH
1/3
0:10:8
MICHELLE
1/3
0:10:8
POOCH
STUNT
0:23:0
KEN
STUNT
0:23:0
POOCH
STUNT
0:00:1
122
POOCH
STUNT
0:00:3
POOCH
3/6
0:34:8
RACE
0:08:6
ROLL
RACE
0:08:6



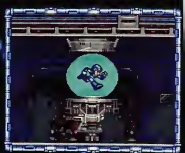


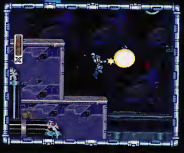


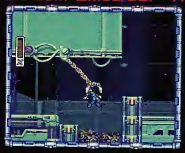


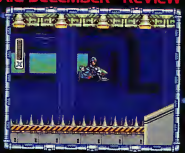
MEGA MAN X2

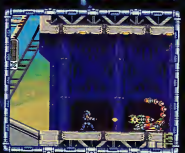
CAPCOM · 12MEG/DSP · AVAIL. DECEMBER · REVIEW

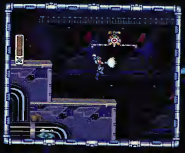












Thousands (maybe millions) of SNES owning Mega Man fans waited patiently for the imminent release of the first 16-bit Mega Man game. When it finally arrived, we were all introduced to a completely new Mega Man. The cute little humanoid we once knew was replaced by a shiny, new, more nineties hero. Since, the new Mega Man has gone on to spawn an upcoming toy line, and TV series. Capcom's new vision seems to have worked.
I still prefer the little blue guy I met on the NES, but hey, I like this one too.The second game is already here, and a new DSP upgrade has been added.







MAGMA CENTIPEDE



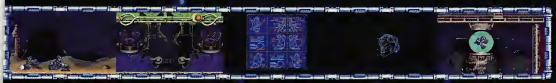
MORPH MOTH



FLAME STAG

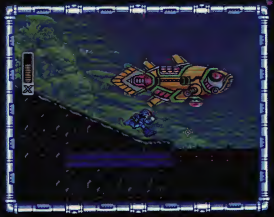


WIRE SPONGE





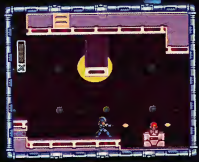


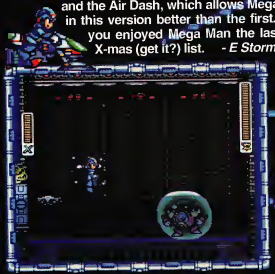


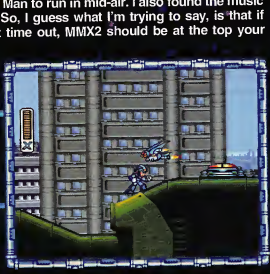


Essentially, this game is an extension of part one, except for the obvious upgrades, like bigger bosses, (many who'm employ impressive special effects) a longer overall adventure, and a more populated landscape. There are also more vertical elements in this adventure, some of which require pinpoint accurate jumping and perfect timing, much like the first adventure on the NES.

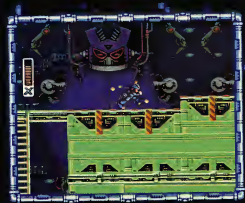
Three new play mechanics have been added; the Item Tracer, used to point out hidden items, the Double Charge X-Buster, which allows twice the power of Mega'sd old pistola', and the Air Dash, which allows Mega Man to run in mid-air. I also found the music in this version better than the first. So, I guess what I'm trying to say, is that if you enjoyed Mega Man the last time out, MMX2 should be at the top your X-mas (get it?) list. *- E Storm*



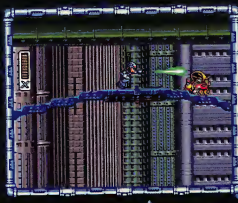














OVERDRIVE OSTRICH CRYSTAL SNAIL WHEEL GATOR BUBBLE CRAB



Ogre Battle

March of the Black Queen

ENIX • 12 MEG • PREVIEW • AVAIL. 1st QUARTER

God bless Enix! Many thanks go to this company, who had the foresight to purchase the rights to this title from Imagineer- after much hardship. Ogre Battle: March of the Black Queen is a graphical, musical, and strategic tour-de-force from small Japanese developer; Quest. (Their only other game is Magical Chase on the PCE/TG-16.) The game is based around Tarot Cards, which are used in battle to produce devastating attack spells. The spells are all drawn with incredible transparencies, scaling, and beautiful animation... this is the game that pioneered the full-screen spells seen in FF3. They're also drawn at certain times in the game to gain attributes, or sometimes, even lower them! The cards are also drawn at the beginning of the game to determine your character's fate and skills. In OB you lead your forces through the lands of Zetegenea, liberating cities (to the rousing speech sample of 'LIBERATION!' no less), fighting battles with enemy units ('FIGHT IT OUT!'), using your own strength or that of the Tarot Cards you've collected ('LUCKY!'), and collecting hidden weapons and items ('FIND OUT!'). All of the battles are fully animated, to a level surpassing FF3, and this title's only 12 Meg! In the month's to come, we'll have more on OB... this is a very early preview. Until then, strategy RPG fans, gaze at these shots and reserve a couple weeks in March for an incredible experience! - Nick Rox





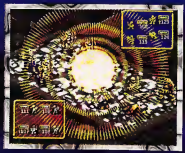




















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THE SECOND TIME, THEY WON.

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What you are about to experience will either destroy you—or make you a hero. Vader. Jabba. The rancor. The Death Star. The Emperor (yes, the Emperor!). Mode 7 graphics... Your worst nightmare brought to life in a massive 16-meg galaxy far, far away. But don't panic, young Jedi. You get to play five different *Star Wars*® characters, including Wicket the Ewok and Princess Leia. Plus, you've got the Force on your side. Training is over. Prepare to face your destiny!








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SUPER STAR WARS
RETURN OF THE JEDI

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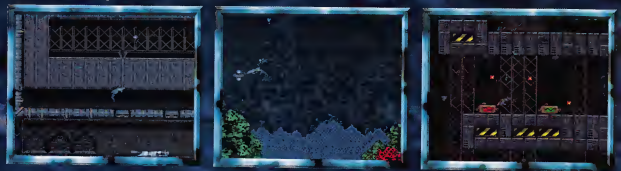


TH*Q • 16MEG • PREVIEW • AVAILABLE JANUARY

TH*Q will be making fans of the action-packed, thrilling NBC hit TV series very happy this Christmas with the release of seaQuest™ DSV for the SNES. In this 16-Meg, SGI-rendered action adventure extravaganza, you take control of the incredibly advanced submarine seaQuest™ to destroy naughty renegade pirate organizations from taking over the world! To aid you in your nautical Quest you can take control of three exciting deep-sea vehicles and the ultra-maritime dolphin warrior Darwin™. The vehicles range from the Sea Truck™, which can fire Proximity Mines™, E-Plasma Torpedoes™ and pick up objects, to the Sea Crab™, which can Mine and Recover sunken objects with a Dirt Removal Jet™, and to the Speeder™, a hyper-fast maritime jet with Low Charge E-Plasma Torpedoes™. seaQuest™ features extremely impressive line-scrolling water effects and transparencies mixed in with wonderful SGI graphics, similar to Nintendo's DKC. The music, too, is great, utilizing Sony's powerful sound chip to almost perfectly replicate the naval TV show's heroic themes. Basically, if you love the show you'll love this cartridge but if you don't care for it, SQ is no funky-fresh hurrah. *-Snarf*



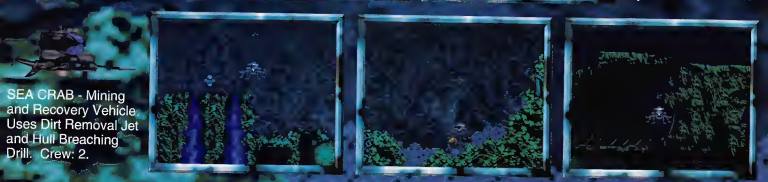
DARWIN - Ship's on-board dolphin: Ability to manipulate switches and impervious to strong currents.







SEA TRUCK - Uses Proximity Mines and E-Plasma Torpedoes and can pick up objects. Crew: 2 to 6.



SEA CRAB - Mining and Recovery Vehicle Uses Dirt Removal Jet and Hull Breaching Drill. Crew: 2.



SPEEDER - High Speed Attack Sub. Uses Sonar Mines and Low Charge E-Plasma Torpedoes. Crew: 2

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"Speed and feel that make you want to play again and again" Gamesworld

"Graphically outstanding fast action beat 'em up" Edge

"More than just another brawler" Game Players

"Excellent graphics and great animation" Videogames

32 MEG POWER

MIRAGE

AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

Acclaim entertainment inc

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You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sorlac and his foul forces of evil.

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MY ENEMIES ARE MORE EVIL AND REPULSIVE THAN I EVER IMAGINED. THEY ARE BRUTAL, HIDEOUS CREATURES WHO DELIGHT IN BUTCHERING THE INNOCENT, THE UNARMED... MY PEOPLE. I GROW IMPATIENT TO AVENGE THE VICTIMS IN THIS HELLISH PLACE. THERE HAD BEEN MUCH BLOODSHED, BUT THE NIGHT IS YOUNG. AND IT'S TIME THEY MET BLACKTHORNE.

Kyle



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J'MLEE

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BEST ACTION/PLATFORM

GENESIS

EARTHWORM JIM
SHINY/PLAYMATES

SKID:
EWJ
NICK ROX:
SPARKSTER
E.STORM:
EWJ
KID FAN:
EWJ
TAKAHARA:
EWJ
MR. GOO:
SPARKSTER



BEST ACTION/ADVENTURE

GENESIS

BLOODLINES
KONAMI

SKID:
BLOODLINES
NICK ROX:
BLOODLINES
E.STORM:
BLOODLINES
KID FAN:
PITFALL
TAKAHARA:
BLOODLINES
MR. GOO:
BLOODLINES



BEST ACTION/ARCADE

GENESIS

CONTRA
KONAMI

SKID:
CONTRA
NICK ROX:
CONTRA
E.STORM:
CONTRA
KID FAN:
CONTRA
TAKAHARA:
CONTRA
MR. GOO:
CONTRA



BEST FIGHTING

GENESIS

SUPER SF2
CAPCOM

SKID:
SUPER SF2
NICK ROX:
SAMURAI
E.STORM:
SUPER SF2
KID FAN:
SUPER SF2
TAKAHARA:
SAMURAI
MR. GOO:
SUPER SF2



BEST SHOOTER

GENESIS

VIEWPOINT
AMERICAN SAMMY

SKID:
VIEWPOINT
NICK ROX:
GRIND STORMER
E.STORM:
VIEWPOINT
KID FAN:
VIEWPOINT
TAKAHARA:
VIEWPOINT
MR. GOO:
VIEWPOINT

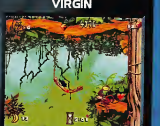


BEST MOVIE/GAME TRANS.

GENESIS

JUNGLE BOOK
VIRGIN

SKID:
JUNGLE BOOK
NICK ROX:
JUNGLE BOOK
E.STORM:
JUNGLE BOOK
KID FAN:
LION KING
TAKAHARA:
LION KING
MR. GOO:
JUNGLE BOOK

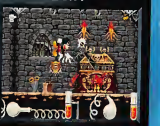


BEST CARTOON/GAME TRANS.

GENESIS

MICKEY MANIA
SONY

SKID:
ANIMANIACS
NICK ROX:
MICKEY MANIA
E.STORM:
ANIMANIACS
KID FAN:
MICKEY MANIA
TAKAHARA:
MICKEY MANIA
MR. GOO:
MICKEY MANIA



BEST PUZZLE GAME

GENESIS

BUBBA N' STIX
CORE

SKID:
BUBBA N' STIX
NICK ROX:
BUBBA N' STIX
E.STORM:
BUBBA N' STIX
KID FAN:
BUBBA N' STIX
TAKAHARA:
LOST VIKINGS
MR. GOO:
LOST VIKINGS



BEST SIMULATION

GENESIS

BATTLETECH
ABSOLUTE

SKID:
BATTLETECH
NICK ROX:
BATTLETECH
E.STORM:
BATTLETECH
KID FAN:
BATTLETECH
TAKAHARA:
BATTLETECH
MR. GOO:
BATTLETECH



BEST STRATEGY

GENESIS

SHINING FORCE 2
SEGA

SKID:
SHINING FORCE 2
NICK ROX:
SHINING FORCE 2
E.STORM:
SHINING FORCE 2
KID FAN:
SHINING FORCE 2
TAKAHARA:
SHINING FORCE 2
MR. GOO:
SHINING FORCE 2



BEST DRIVING/RACING

GENESIS

VIRTUA RACING
SEGA

SKID:
VIRTUA RACING
NICK ROX:
VIRTUA RACING
E.STORM:
VIRTUA RACING
KID FAN:
VIRTUA RACING
TAKAHARA:
VIRTUA RACING
MR. GOO:
VIRTUA RACING



BEST 2 PLAYER GAME

GENESIS

CONTRA
KONAMI

SKID:
CONTRA
NICK ROX:
CONTRA
E.STORM:
CONTRA
KID FAN:
CONTRA
TAKAHARA:
CONTRA
MR. GOO:
CONTRA



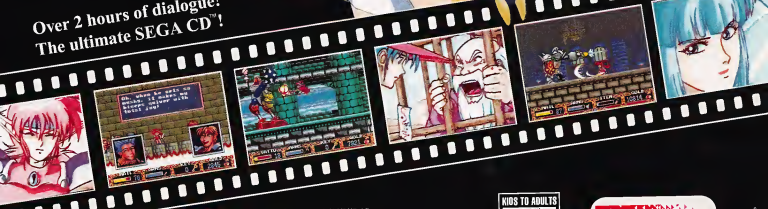
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BEST SOUNDTRACK
GENESIS
EARTHWORM JIM
SHINY/PLAYMATES

SKID:
EWJ
NICK ROX:
BLOODLINES
E. STORM:
BLOODLINES
KID FAN:
EWJ
TAKAHARA:
EWJ
MR. GOO:
EWJ



BEST SPECIAL EFFECTS
GENESIS
BLOODLINES
KONAMI

SKID:
BLOODLINES
NICK ROX:
BLOODLINES
E. STORM:
BLOODLINES
KID FAN:
DYN. HEADDY
TAKAHARA:
EWJ
MR. GOO:
BLOODLINES



BEST NEW CHARACTER
GENESIS
EARTHWORM JIM
SHINY/PLAYMATES

SKID:
EWJ
NICK ROX:
EWJ
E. STORM:
EWJ
KID FAN:
BOOGERMAN
TAKAHARA:
EWJ
MR. GOO:
EWJ



BEST ACTION/PLATFORM
SEGA
FLINK
VIC TOKAI

SKID:
FLINK
NICK ROX:
FLINK
E. STORM:
FLINK
KID FAN:
FLINK
TAKAHARA:
FLINK
MR. GOO:
FLINK



BEST ACTION/ADVENTURE
SEGA
ECCO 2
SEGA

SKID:
ECCO 2
NICK ROX:
ECCO 2
E. STORM:
ECCO 2
KID FAN:
♥ OF THE ALIEN
TAKAHARA:
ECCO 2
MR. GOO:
ECCO 2



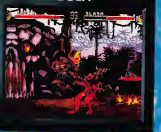
BEST ACTION/ARCADE
SEGA
STARBLADE
NAMCO

SKID:
STARBLADE
NICK ROX:
STARBLADE
E. STORM:
STARBLADE
KID FAN:
NBA JAM
TAKAHARA:
NBA JAM
MR. GOO:
STARBLADE



BEST FIGHTING
SEGA
ETERNAL CHAMPIONS
SEGA

SKID:
ETERNAL CD
NICK ROX:
ETERNAL CD
E. STORM:
ETERNAL CD
KID FAN:
ETERNAL CD
TAKAHARA:
ETERNAL CD
MR. GOO:
ETERNAL CD



BEST SHOOTER
SEGA
SOULSTAR
CORE

SKID:
SOULSTAR
NICK ROX:
SOULSTAR
E. STORM:
SOULSTAR
KID FAN:
SOULSTAR
TAKAHARA:
SOULSTAR
MR. GOO:
SOULSTAR



BEST CARTOON/GAME TRANS.
SEGA
MICKEY MANIA
SONY

SKID:
MICKEY MANIA
NICK ROX:
MICKEY MANIA
E. STORM:
MICKEY MANIA
KID FAN:
MICKEY MANIA
TAKAHARA:
MICKEY MANIA
MR. GOO:
MICKEY MANIA



BEST SIMULATION
SEGA
BATTLECORPS
CORE

SKID:
BATTLECORPS
NICK ROX:
BATTLECORPS
E. STORM:
BATTLECORPS
KID FAN:
BATTLECORPS
TAKAHARA:
BATTLECORPS
MR. GOO:
BATTLECORPS



BEST ADVENTURE/RPG
SEGA
SNATCHER
KONAMI

SKID:
SNATCHER
NICK ROX:
SNATCHER
E. STORM:
SNATCHER
KID FAN:
SNATCHER
TAKAHARA:
SNATCHER
MR. GOO:
SNATCHER



BEST ACTION/RPG
SEGA
POPFUL MAIL
WORKING DESIGNS

SKID:
POPFUL MAIL
NICK ROX:
POPFUL MAIL
E. STORM:
POPFUL MAIL
KID FAN:
POPFUL MAIL
TAKAHARA:
POPFUL MAIL
MR. GOO:
POPFUL MAIL



BEST DRIVING/RACING
SEGA
BC RACERS
CORE

SKID:
BC RACERS
NICK ROX:
BC RACERS
E. STORM:
BC RACERS
KID FAN:
BC RACERS
TAKAHARA:
BC RACERS
MR. GOO:
BC RACERS



BEST 2 PLAYER GAME
SEGA
ETERNAL CHAMPIONS
SEGA

SKID:
ETERNAL CD
NICK ROX:
NBA JAM
E. STORM:
ETERNAL CD
KID FAN:
NBA JAM
TAKAHARA:
ETERNAL CD
MR. GOO:
ETERNAL CD



BEST FMV
SEGA
LOADSTAR
ROCKET SCIENCE

SKID:
LOADSTAR
NICK ROX:
LOADSTAR
E. STORM:
LOADSTAR
KID FAN:
LOADSTAR
TAKAHARA:
LOADSTAR
MR. GOO:
LOADSTAR




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BEST ACTION/PLATFORM

DKC
NINTENDO

SKID: DKC
NICK ROX: DKC
E. STORM: DKC
KID FAN: DKC
TAKAHARA: EWJ
MR. GOO: EWJ



BEST ACTION/ADVENTURE

SUPER METROID
NINTENDO

SKID: METROID
NICK ROX: EQUINOX
E. STORM: METROID
KID FAN: METROID
TAKAHARA: DEMONS CREST
MR. GOO: DEMONS CREST



BEST ACTION/ARCADE

NBA JAM
ACCLAIM

SKID: NBA JAM
NICK ROX: NINJA WARRIORS
E. STORM: NBA JAM
KID FAN: NBA JAM
TAKAHARA: NBA JAM
MR. GOO: NBA JAM



BEST FIGHTING

SUPER SF2
CAPCOM

SKID: SUPER SF2
NICK ROX: SUPER SF2
E. STORM: SUPER SF2
KID FAN: SUPER SF2
TAKAHARA: C2 JDGMT CLAY
MR. GOO: SUPER SF2



BEST SHOOTER

R-TYPE 3
JALECO

SKID: R-TYPE 3
NICK ROX: R-TYPE 3
E. STORM: R-TYPE 3
KID FAN: R-TYPE 3
TAKAHARA: R-TYPE 3
MR. GOO: R-TYPE 3



BEST MOVIE/GAME TRANS.

LION KING
VIRGIN

SKID: LION KING
NICK ROX: LION KING
E. STORM: LION KING
KID FAN: INDIANA JONES
TAKAHARA: LION KING
MR. GOO: LION KING



BEST CARTOON/GAME TRANS.

MICKEY MANIA
SONY

SKID: MICKEY MANIA
NICK ROX: MICKEY MANIA
E. STORM: MICKEY MANIA
KID FAN: MICKEY MANIA
TAKAHARA: MICKEY MANIA
MR. GOO: MICKEY MANIA



BEST PUZZLE GAME

WILD SNAKE
SPECTRUM HOLOBYTE

SKID: WILD SNAKE
NICK ROX: WILD SNAKE
E. STORM: WILD SNAKE
KID FAN: WILD SNAKE
TAKAHARA: WILD SNAKE
MR. GOO: TETRIS 2



BEST SIMULATION

WINTER EXTREME
ELECTRO BRAIN

SKID: WINTER EXT.
NICK ROX: WINTER EXT.
E. STORM: WINTER EXT.
KID FAN: WINTER EXT.
TAKAHARA: WINTER EXT.
MR. GOO: WINTER EXT.



BEST RPG

FINAL FANTASY 3
SQUARE

SKID: FF3
NICK ROX: FF3
E. STORM: FF3
KID FAN: FF3
TAKAHARA: FF3
MR. GOO: FF3



BEST ACTION/RPG

ILLUSION OF GAIA
NINTENDO

SKID: GAIA
NICK ROX: GAIA
E. STORM: GAIA
KID FAN: GAIA
TAKAHARA: GAIA
MR. GOO: GAIA



BEST DRIVING/RACING

F-1 ROC 2
SETA

SKID: F-1 ROC 2
NICK ROX: F-1 ROC 2
E. STORM: F-1 ROC 2
KID FAN: F-1 ROC 2
TAKAHARA: SRFX
MR. GOO: F-1 ROC 2



BEST 2 PLAYER GAME

SUPER SF2
CAPCOM

SKID: NBA JAM
NICK ROX: SUPER SF2
E. STORM: SUPER SF2
KID FAN: SUPER SF2
TAKAHARA: SUPER SF2
MR. GOO: NBA JAM



BEST MUSIC

FINAL FANTASY 3
SQUARE

SKID: FF3
NICK ROX: FF3
E. STORM: FF3
KID FAN: FF3
TAKAHARA: FF3
MR. GOO: FF3



BEST SPECIAL EFFECTS

DKC
NINTENDO

SKID: DKC
NICK ROX: FF3
E. STORM: DKC
KID FAN: DKC
TAKAHARA: EWJ
MR. GOO: FF3



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BEST NEW CHARACTER

EWJ

SHINY/PLAYMATES

SKID: BOOGERMAN
NICK ROX: EWJ
E. STORM: EWJ
KID FAN: EWJ
TAKAHARA: BOOGERMAN
MR. GOO: EWJ



BEST ACTION/PLATFORM

GEX

CRYSTAL DYNAMICS

SKID: GEX
NICK ROX: GEX
E. STORM: GEX
KID FAN: GEX
TAKAHARA: GEX
MR. GOO: GEX



BEST FIGHTING

SF2 TURBO

PANASONIC

SKID: SF2 TURBO
NICK ROX: SF2 TURBO
E. STORM: SF2 TURBO
KID FAN: SF2 TURBO
TAKAHARA: SAM. SHO.
MR. GOO: WOTW



BEST SHOOTER

NOVASTORM

PSYGNOSIS

SKID: NOVASTORM
NICK ROX: NOVASTORM
E. STORM: NOVASTORM
KID FAN: TOTAL ECLIPSE
TAKAHARA: NOVASTORM
MR. GOO: NOVASTORM



BEST ACTION/ADVENTURE

ALONE IN THE DARK

INTERPLAY

SKID: MNSTR. MANOR
NICK ROX: AITD
E. STORM: OOTW
KID FAN: AITD
TAKAHARA: AITD
MR. GOO: AITD



BEST FMV

BURNING SOLDIER

PANASONIC

SKID: BURNING SLDR.
NICK ROX: BURNING SLDR.
E. STORM: BURNING SLDR.
KID FAN: BURNING SLDR.
TAKAHARA: BURNING SLDR.
MR. GOO: BURNING SLDR.



BEST STRATEGY

GUARDIAN WARS

PANASONIC

SKID: GUARDIAN WARS
NICK ROX: GUARDIAN WARS
E. STORM: GUARDIAN WARS
KID FAN: GUARDIAN WARS
TAKAHARA: GUARDIAN WARS
MR. GOO: GUARDIAN WARS



BEST MOVIE/GAME TRANS.

DEMOLITION MAN

VIRGIN

SKID: DEMO MAN
NICK ROX: DEMO MAN
E. STORM: DEMO MAN
KID FAN: DEMO MAN
TAKAHARA: DEMO MAN
MR. GOO: DEMO MAN



BEST MUSIC

BURNING SOLDIER

PANASONIC

SKID: ROAD RASH
NICK ROX: BURNING SLDR
E. STORM: BURNING SLDR
KID FAN: BURNING SLDR
TAKAHARA: ROAD RASH
MR. GOO: BURNING SLDR



BEST SPECIAL EFFECTS

GUARDIAN WARS

PANASONIC

SKID: GUARDIAN WARS
NICK ROX: GUARDIAN WARS
E. STORM: GUARDIAN WARS
KID FAN: GUARDIAN WARS
TAKAHARA: GUARDIAN WARS
MR. GOO: GUARDIAN WARS



BEST DRIVING/RACING

ROAD RASH

ELECTRONIC ARTS

SKID: ROAD RASH
NICK ROX: ROAD RASH
E. STORM: ROAD RASH
KID FAN: ROAD RASH
TAKAHARA: ROAD RASH
MR. GOO: ROAD RASH



BEST ACTION/ADVENTURE

ALIEN VS. PREDATOR

ATARI

SKID: AVP
NICK ROX: DOOM
E. STORM: DOOM
KID FAN: AVP
TAKAHARA: AVP
MR. GOO: AVP



BEST ARCADE

TEMPEST 2000

ATARI

SKID: TEMPEST
NICK ROX: TEMPEST
E. STORM: TEMPEST
KID FAN: TEMPEST
TAKAHARA: TEMPEST
MR. GOO: TEMPEST



BEST SIMULATION

IRON SOLDIER

ATARI

SKID: IRON SOLDIER
NICK ROX: IRON SOLDIER
E. STORM: IRON SOLDIER
KID FAN: IRON SOLDIER
TAKAHARA: CANNON FODDER
MR. GOO: IRON SOLDIER

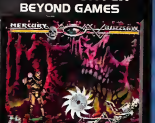


BEST FIGHTING

ULTRA VORTEX

BEYOND GAMES

SKID: ULTRA VORTEX
NICK ROX: ULTRA VORTEX
E. STORM: ULTRA VORTEX
KID FAN: ULTRA VORTEX
TAKAHARA: ULTRA VORTEX
MR. GOO: ULTRA VORTEX



ACTION/PLATFORM GAME OF THE YEAR
EARTHWORM JIM



ACTION/ADVENTURE GAME OF THE YEAR
METROID



ACTION/ARCADE GAME OF THE YEAR
CONTRA



FIGHTING GAME OF THE YEAR
SUPER SF2 TURBO



SHOOTING GAME OF THE YEAR
NOVASTORM



MOVIE TRANS. GAME OF THE YEAR
DEMOLITION MAN



CARTOON GAME OF THE YEAR
MICKEY MANIA



SIMULATION GAME OF THE YEAR
IRON SOLDIER



STRATEGY GAME OF THE YEAR
SHINING FORCE 2



ROLE PLAYING GAME OF THE YEAR
FINAL FANTASY 3



ACTION/RPG GAME OF THE YEAR
ILLUSION OF GAIA



DRIVING/RACING GAME OF THE YEAR
ROAD RASH



PUZZLE GAME OF THE YEAR
BUBBA N' STIX



IMPORT GAME OF THE YEAR
CLOCKWORK KNIGHT



BEST NEW SYSTEM



SEGA'S 32X

BEST SYSTEM '94



PANASONIC 3DO

GAME OF THE YEAR
EARTHWORM JIM



BEST NEW CHARACTER



BAD NEWS '94

- DEATH OF THE DUO
- ZERO RPGS & ONE SHOOTER FOR GENESIS
- THE BIRTH OF FMV
- NO RPGS OR PLATFORMERS FOR NEO GEO
- STORY & NAME CHANGES FOR IMPORT RPG'S
- THE LACK OF JAGUAR SOFTWARE
- TOO MUCH LICENSING, NOT ENOUGH ORIGINALITY
- STONE AGE HANDHELDS
- PAPER SEGA BOXES WITH XEROX INSTR.'S

WISH LIST '95

- BIRTH OF THE PC-FX IN THE US.
- THE DEATH OF FMV
- 64 BIT RPG'S GALORE
- STREET FIGHTER 3
- SIMULTANEOUS IMPORT/U.S. RELEASES
- NO MORE BLOOD SPURTING MK CLONES
- ULTRA 64 ZELDA
- 64 BIT KONAMI, TREASURE AND SHINY GAMES
- KILLER INSTINCT AT HOME
- THE BULLDOG
- MORE ATARI SOFTWARE
- DISCOVERY OF 32-X AUDIO

CONGRATULATIONS

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- ACCLAIM - 1
- ABSOLUTE - 1
- AMERICAN SAMMY - 1
- BEYOND GAMES - 1

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NAMCO'S ARCADE SENSATION COMES HOME!
SUPER SFII TURBO
NEED FOR SPEED
DEMOLITION MAN
OFF-WORLD INTERCEPTOR
SEAL OF THE PHARAOH

JAGUAR!

IRON SOLDIER
THE ULTIMATE JAGUAR GAME
ZOOL 2
VAL d' ISERE SKIING
CANNON FODDER
OFF-WORLD INTERCEPTOR

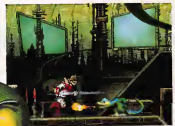
GF32 EXCLUSIVE:

SEGA'S TEMPO FOR THE 32X!

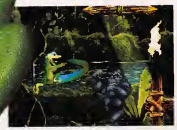

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Dana Gould, hyperactive star of his own HBO® cable comedy special, lends tons of digitized voice and attitude to GEX.



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EDITORIAL ZONE

After the votes were counted for this years Megawards I was shocked to see that the 3DO came out as the winner in the overall categories. No one meant for this to happen, we all vote separately. I guess 32-bit is finally starting to settle in. It's funny, a year ago we were screaming at 3DO. So much so, that we actually got feedback and they listened to what we had to say. Since, the 3DO has taken a new direction and here we are a year later honoring them. The 3DO delivered on the promise this year, and next year is looking even better. The introduction of the Bulldog along with the new lower price should spell "joy" for 3DO owners in the year to come. I would really like to see some quality Japanese RPG's on the system next year, and more platformers. With Japan now having such a major impact (yeah!)on the US 3DO market I'm confident these categories will flourish.

"The 3DO delivered on the promise this year, and next year is looking even better. The introduction of the Bulldog along with the new lower price should spell "joy" for 3DO owners in the year to come."

This is a case where we made a difference. We are slowly ripping the Hollywood label off of the 3DO and turning it into what it has to be to survive, an enthusiast based game machine. Anyone who is willing to part with five hundies for a game machine is an enthusiast. It will be some time until a 32 or 64-Bit system is released in the US to compete with the 3DO and by that time the library will be extensive and most likely the price will be lower. That along with the upgrade spells competition for Sony, SNK, Nintendo, and Sega next year. So, by reversing the pledge of interaction the 3DO has become a major player. Do we now how to call 'em or what! I guess Putt-Putt's out of a job!

Speaking of the other platforms...in just three days, one day after we close this issue (it figures) we will be holding a Japanese Sega Saturn, so prepare for a TON of coverage next month. We will also have a Sony PlayStation and an NEC PC-FX, so you will find out first hand who comes out of the gate smokin' and exactly what all those impressive specs really do.

Don't count out SNK either, as many of you know, SNK will be releasing the Neo•CD here this March. I think it's time for us to start harping about the lack of diversity on that system. You write the letters and I'll make sure SNK gets them. The import release consisted of almost every old game along with all of their great fighters. I think it will take more than that to lure the American audience. Third parties and a more diverse '95 lineup would be a good start.

Lastly, I would really appreciate some feedback on the new 32X. For a machine with two SH2 processors does it seem as good as it should be to you? I for one am very suspicious about the audio coming out of mine. Besides a few more samples all I can here is the Z-80. Let's hope this is just the result of the developers having to rush, readying the first games. Metal Head looks amazing, lets hope it breaks some new ground. We should have a preview of that along with a Space Harrier review next month.

So, the tension mounts. 32-bit is here and 16-bit is slowly fading. I know we're ready, are the developers up to the task at hand? Have they listened? We'll find out soon enough. - E Storm

TEAM GF-32

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SHREDDER
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Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.



The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.



It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



The scenery may change, but your objective won't. Destroy the enemy.



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JAGUAR 64 64-BIT DO THE MATH.

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TEMPO

SEGA • 32X
24-MEG
FEBRUARY









It is my duty as an avid platformer and a writer for GFW to bring you sparkling commentary on every platformer in the known universe. Being that there have been virtually NO RPG's in Sega's '94 line-up 9 now held platformers in the highest regard. By the way, there are some RPG's in the works right now for the 32X! Tempo is the first platformer out of the gate for the new 32X. I'm confident that many more will follow.















We're talkin' preview here so I'll get right to the point, short and sweet. Tempo uses the 32X for several tricks never seen before, on the Genesis. First of all, there's color, lots of it! There are also rotating polygons in many of the backgrounds which bounce and move like they're alive! During any level there is also a way to bring about the photo-real backgrounds pictured on this page. Besides these nifty tricks, you get ultra smooth animation and rotation on the characters, and perfect samples. Sadly, the music say's "I'm J-80, hear me roar" but at least it's good J-80. The samples mixed in do make it a cut above the norm. I'm still concerned with the 32X's audio capabilities. I have it on good



























authority however, that when taken to the limit, it can rock. hear the music in Jim?, nuff said. The game itself is reminiscent of (but better than) Blues Journey on the Nea-Geo. I never thought I'd be comparing a Geo game to a Genesis game, but I'm glad I now can. The 32X will certainly get the support that the Geo never had. I'll go way more in depth when I review Tempo in the near future. There is so much more to talk about regarding this great title. It may look a little cute to many, but the great gameplay and phenom graphics make this one game that will be hard for any platformer to pass up. One thing is for sure, the 32X is capable of great things and gives all of us Die Hard Sega users hope for the future. - E. Storm


Just another afternoon by the pool.

Make no mistake. This ain't some chaise lounge-reclining, cocktail sippin' affair. Samurai Shodown™ on the 3DO brings home all the bad-assness of the arcade original. Sure. We could have softened the carnage-intensive graphics. But we didn't. And sure, we could have left out the brutal, bone-shattering game-play. But that'd suck. And yeah, we suppose we could've even caved in and lost some of that freakin' arterial spray. But hey. We broke a few rules. So sue us! And hack to your little heart's content. But be careful. With 32-bits, you could poke an eye out. If you're lucky.



Choose from 12 lethal characters to kick your friends' butts with: from the depraved Gaiaan Shiranui to heroic Honzo Hattori and Jubei Yagyu. Swordies, every single one of 'em.



Combat close-ups with special, patented zoom camera. Wide angles for planning your cuts (chops, roast, cutlets). Tight angles for precision strikes and deadly stunt moves.



Decimate and annihilate your opponents with those special moves – like Kyoshiro's Kabuki Crunch Dance and Ganan's Slaughter House Tumble. It's pure poetry. Pure butchery.



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CRYSTAL DYNAMICS



SUPER STREET FIGHTER II TURBO

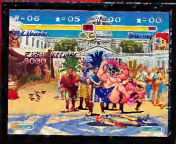
PANASONIC • 3DO • REVIEW • AVAILABLE NOW





"SUPER MOVE! If you're not addicted to Super Move after playing Super Street Fighter II Turbo, you will definitely not be excited whatever game you play! By using the regular special moves, charge up the Super Move gauge. Input the Super Move Command, then let it soar! Experience the ultimate power! The evil Bison and his mates have achieved the ultimate destructive power..." That quote is straight off the US SSF2T box, and it about sums up the game for me. You see, I'm addicted to Super Move... and what better place to find it than right here, in this 3DO version of SSF2T? To begin, let me say that this is a perfect translation. There is little in this CD that isn't equal to, or better, than the arcade original. The control is pin-point joy, (with a Soldier Pad, or better yet, a Panasonic stick) the graphics are about 99% exact to the arcade (at times they appear just a minuscule-tad washed out) and there are no parallax scrolls. This doesn't mean the warping floor, but rather the actual stage's backgrounds. And the music... Well, the music must be experienced. Can you say "totally arranged, re-done, chock-





















full-o'-joy CD soundtrack?" I thought so! For those of you unfamiliar with Super Turbo (It's the least-played SF2 upgrade yet) the new features are the aforementioned "Super Move," devastating shadowed combos done when the SUPER gauge at the bottom of the screen is filled, new hissatsu waza for most characters, a speed-select option and of course the fearsome hidden boss Gouki/Akuma... yes, the code works. What can I say about SF2? Here's a game everyone who picks this magazine up has played. It all comes down to the question of whether you're willing to buy another home version of Street Fighter. If you are, here it is... the be-all, end-all perfect home translation of the ultimate arcade game. Let it be the last one. *-Nick Rox*

















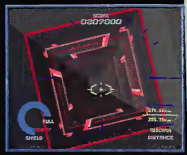














STARBLADE

PANASONIC - 3DO - AVAILABLE DEC. - PREVIEW



After playing the Sega-CD version of Starblade, I had lost total faith that the classic arcade game would ever be ported over to a home system correctly. With the 3DO version of SB, Namco has done just that, but they've taken the game to an even higher level of quality than the original.



Starblade's problem, as evidenced in the recent Sega-CD version, was it's out-datedness. Big, clunky polygons with no texture-mapping... even vectors. Not exactly cutting edge. Namco, realizing this, is COMPLETELY texture-mapping the 3DO and PS versions of their game. They've even added an option to play the original, un-texture-mapped version for Starblade purists.



Basically, this is the perfect version of Starblade. Even if you're not a fan of the arcade version, I'd recommend this CD, based solely on the texture-mapping. If you read my review of Starblade for the Sega CD three issues ago, you may remember that I specifically did NOT recommend it for the average user. This was due to the lack of texture-mapping, half-size screen, the shortness of the game, and lack of music. Gladly, that is not the case this time around.





If you want another keen point-'n'-clicker for the 3DO after thrashing Burning Soldier and Novastorm, Starblade is excellent... and if you're a fan of the arcade version, this is a must-buy. I can't wait to see what else Namco's working on for 3DO... Galaxian3...? Solvalou...? Perhaps even Ridge Racer! - *Nick Rox*

























"John Spartan, you have been sentenced to 70 years sub-zero rehabilitation in the California Cryo Penitentiary for the involuntary manslaughter of 30 innocent civilians."

We live in an age where feature films seldom live up to their hype. Usually, the best stuff is shown to our captive eyes in a slick, well put together trailer. The same can also be said in relation to video games. Screen shots can be very deceiving.

Warner Bros. Demolition Man, with Sylvester Stallone (who's had a career of hits along with more than its share of miscues) and America's new sweetheart Sandra Bullock, does deliver, both at the box office and now, on the 3DO.

What appealed to me the most about the film was the way the writers portrayed the future. Gone are the dark "after the holocaust days" present in most futuristic tales. Instead we get a Utopian society where big brother has not only stepped in, but is loved by all. San Angeles is a safe place, "joy joy" feelings abound, and "every restaurant is a Taco Bell".

There is only one problem. The MTV spawned comic (Dennis Leary) is mucking up the works with his rebellious race of food stealing, graffiti spraying, sewer dwellers. So, In an effort to flush out and destroy this public nuisance, the head guy thaws out (CryoPrisons turn criminals into TV dinners in this future) the twentieth centuries baddest bad ass, Simon Phoenix, after a rehabilitation program complete with a "how to kill" hand hook.

It only takes a couple of "murder death kills" before the overly joyous police chief decides to thaw out Jon Spartan (the cop who apprehended Simon back in the 20th, resulting in his frozen condition) to apprehend the fiendish Simon Phoenix. A great movie ensues.

One of the best things about the game 'Demolition Man' is that you get a lot of the movie, in super clear FMV cinemas complete with Q-Sound. Movie spawns often contain only small bits and pieces of the films they are based on, but Demo Man shows enough to give those who haven't seen the movie a good idea of what is going on in the game.

Another key ingredient is Stallone himself, who worked overtime filming additional scenes against a blue screen exclusively for the game. These scenes are interlaced with the brilliant computer graphics that accompany each level. The end result?, Demolition Man is linked together by some of the best attract modes I have ever seen.

The action in Demo Man includes first person shooting, a la Lethal Entorcers, side view fighting, which is a little clunky (it ain't SF2) but very well executed, third person driving through the streets of San Angeles, and 'Doom' style 3-D gameplay, which is the crowning jewel of the game.

3DO VIRGIN ACTION\ADV. AVAILABLE NOW REVIEW

DEMOLITION MAN

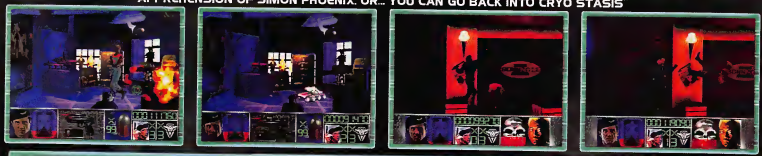
Put these all together and you've got one helluva 3DO game. A password feature can be accessed at any time during gameplay, and you take the trip in easy, normal, or difficult modes. Choose easy and Sylvester says "you suck" but, trust me, this is where you wanna' be the first time around. The shooting takes some getting used to, but once I got my Goldstar controller I found it much easier, so I blame this on the stock controller. I highly recommend Demo Man, the interface lends itself to just about every aspect of gaming. I'm sure you'll find something that evokes joy-joy feelings. Be well. E. Storm



"CODE 187: MURDER-DEATH-KILL"



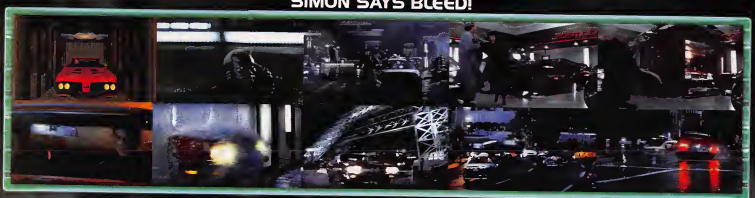
"THE CONDITIONS OF YOUR PAROLE ARE FULL REINSTATEMENT IN TO THE SAPD AND IMMEDIATE ASSIGNMENT TO THE APPREHENSION OF SIMON PHOENIX. OR... YOU CAN GO BACK INTO CRYO STASIS"







"SIMON SAYS BLEED!"





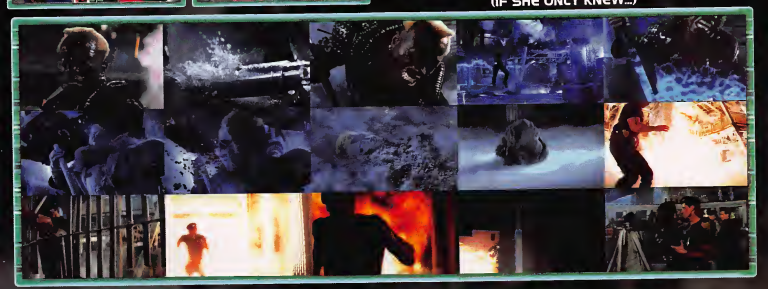
"HE'S ABOUT TO DEFROST THE ENTIRE MULTI-LIFER WING"







"OH MY. ARE ALL FLUID TRANSFER ACTIVITIES LIKE THIS?"
(IF SHE ONLY KNEW...)







THE NEED FOR SPEED

3DO EA REVIEW 1 PLAYER AVAILABLE NOW

Hot on the heels of the incredible 3DO version of Road Rash, Electronic Arts is ready to satisfy 3DO owners' "Need for Speed", presented by Road and Track. The pre-release version of the game that you are currently gazing at includes three different courses, where your goal is to race a number of exotic cars (including Dodge's Viper, the Lamborghini Diablo VT and Ferrari's 512TR, among others) through cities, coastline highways and mountain roads, trying to post the best time on that course (or segment, there are three segments per course). You must do this while trying to avoid the cops and other drivers bent on slowing you down and keeping you from obtaining that record time. You have a limited number of cars ("lives") available to you in the game, but record section times will earn you additional vehicles. The graphics in Need for Speed are nothing less than spectacular, with realistically rendered 3D environments that are even more detailed and complex than those found in Road Rash, and the game features vehicles that have realistic physical models and respond as you would expect them to (for example; if you want to have a pure speed experience, use the Diablo or 512 TR). The game also





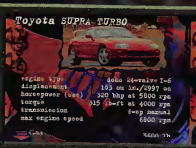


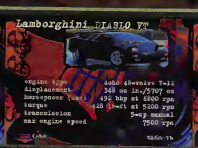




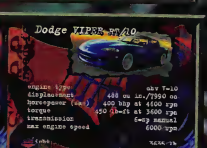
















includes a "VR" style replay system and three different views that the player may choose from; a cockpit view, a view just behind the vehicle, and one showing the more traditional "Out Run" viewpoint. Although the game lacks the "seat of the pants" excitement and speed of VR or the detail of Ridge Racer or Daytona, it is still an incredible next generation experience that 3DO owners and fans of Road Rash won't want to miss. I think that NFS is designed to be played as a two player game (or more). At the heart of the game's design is the competition, and competing against times posted by the computer opponent won't keep you entertained for an extended period. Need for Speed is a little on the short side and I had hoped that there would be more courses in the game, but I expect we can look forward, as in Shock Wave, to additional course discs that will have us driving in every region of the world...very cool! - *Talko*





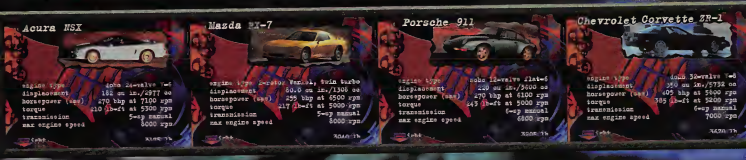


















Seal of the Pharaoh

3DO·PANASONIC·REVIEW
AVAILABLE NOW

As you know, Panasonic is busy bringing out previously Japan-only 3Do title like Guardian War, Burning Soldier, and SSF2T. So far, they've been good, if no great, but we were bound to get a rotten apple sooner or later... and it seems w just have. Seal of the Pharaoh feels like a hastily put together piece of eye-candy like Wacky Racers, to make the 3DO appealing during it's early days in Japan. I may claim to be an RPG, but it's not. Basically, it's a maze game... but not a 3- D maze game! If you're expecting a 'Monster Manor' type quest, look elsewhere... each time you take a step - a single step - the game pauses to load. Your items and weapons are stored in a clumsy, hard-to-access item wheel, and this make whipping out healing potions or other beneficial items during a battle impossibl - the enemy just pounds you. Another haranguing trait of SOTP is the fact tha to defeat a boss you must collect three items that lay scattered throughout the maze... there's no skill involved, and it gets insanely frustrating. Seal of the Pharaoh's graphics, however, are beautiful. The highly-detailed CG environment is great, although it rarely changes, and the intro. and ending sequences are gorgeous FMV. All of the enemies are computer-rendered, and very imaginative, but there aren't many of them and they fre- quently repeat. What little game music there is very good, appropriately Egyptian war- bles, but while walking around all you'll hear is your own footsteps. The other sound effects are passable, consisting mostly of the enemies' cries and screams. What all this adds up to is a mostly boring, frustrating CD that reeks of "1st-generation." Sure, it's beautiful, but that doesn't add up to much on it's own.- Nick Rox













DOOM

now there's a place

MORE VIOLENT than earth.



WHO BETTER TO GREET YOU ON THE SHORES OF HELL THAN HORNED PINK DEMONS? GOOD THING YOU PACKED YOUR CHAINGUN.



NOTHING CLEARS A ROOM OF IMPS FASTER THAN THE BFG 9000.



BARONS OF HELL--YOU CAN'T LIVE WITH 'EM YOU CAN'T KILL 'EM WITH ANYTHING LESS THAN A PLASMA RIFLE.

WELCOME TO DOOM FOR THE JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. IT'S PURE HELL, 64-BIT STYLE. FROM THE MOMENT YOU ENTER THE DARK HALLS OF DOOM TILL THE LAST GUNSHOT OF THE GAME, YOU'LL PATROL NEVER-SEEN-BEFORE LEVELS AND FACE AN ARMY OF VICIOUS ASSASSINS PRIMED TO TAKE YOU OUT. SATANIC DEMONS, LOST SOULS, FIRE-BREATHING MONSTERS. YOU MAY BE SPOOKED, BUT YOU SURE WON'T BE LONELY. WITH ITS 32-MEG CART, ULTRA-REAL, TEXTURE-MAPPED CORRIDORS, LIGHTNING-FAST MOVES, TRUE 3D GAME PLAY, AND A BOTTOMLESS PIT OF HIGH-ACTION PLAY OPTIONS, DOOM IS A 64-BIT SHOWCASE GAME GUARANTEED TO UNLEASH THE POWER OF JAGUAR. SO SET YOUR COURSE, PACK YOUR KILLER INSTINCT, AND GO TO HELL.

JAGUAR 64-BIT DO+THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

ATARI MADE IN THE USA

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Off-World Interceptor can be summed up in the statement; "Crash & Burn meets Total Eclipse". As any of our loyal readers and 3DO fans know, we loved both of these games. Unfortunately, when you mix them together, OWI doesn't quite equal the sum of its parts. Graphically, OWI doesn't miss a beat. It has all of the quality and detail of the previously mentioned games, with a lot more going on. It's this "lot more", however, that is at the heart of the problem. OWI can be very confus at times and the goals, although seemingly simple, have you asking yourself; "Why do I want to do this?". If you're watch over some one's shoulder, you will be impressed. The problem comes when you pick up the controller and have a go. For al

3DO · CRYSTAL DYNAMICS · REVIEW

AVAILABLE NOW

Off-World Interceptor





the graphic splendor, multiple power-ups and 4-wheel action that the game contains, you just can't escape one simple fact; it is not very fun to play. As you pilot your vehicle through the five planets presented in the game, you will be attacked on all fronts, with tons of mines, enemy vehicles and stationary attackers trying to destroy you. Things will be jumping over you, flying above you and around you. You will find yourself in the middle of a huge fireball that keeps you from seeing anything around you- very intense and very confusing! Things do get better in the two player game, however, as the head-to-head competition is great fun. It's hard to criticize Crystal Dynamics for their efforts in this game-they obviously spent a lot of time with OWI. Unfortunately, time could not overcome the general concept of the title, and that's where OWI separates itself from other Crystal projects. They've played a major part in the growing success of the 3DO and they will have much to offer in the future, but Off World Interceptor falls a little short. - Talko















AR HAS NEVER BEEN SO MUCH FUN

CANNON FODDER



Have you got what it takes to track down the abandoned helicopter in the middle of the arid desert and rescue Mr. President from the enemy base before everyone gets blown to smithereens by heat-seeking missiles? Do you have the guts to negotiate arctic wastelands to find the skud missile factory surrounded by treacherous booby traps? Have you the nerve to enter a heavily occupied underground base, locate the secret plans and blow up the enemy computer system before returning to the steamy jungle with only a few jeeps at your disposal to protect the natives from advancing tanks?

Cannon Fodder
It's not nice, but then that's war folks.



Virgin Sensible SOFTWARE

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JAGUAR 64-BIT DO THE MATH

INTERACTIVE MULTIMEDIA SYSTEM























"THE WILD SNOW PLOW DRIVER!"



Thrashing its way to Jag screens everywhere this December is every shredders dream come true, Val d' isere skiing and snowboarding. Get ready to play the best skiing/boarding game ever created. I shouldn't really even mention skiing because I totally prefer snow boarding, both on the slopes, and in this game. VSS features some of the smoothest, tastest, 3D gameplay I have ever experienced. And the graphics, from the perfect scaling, to photo-real backgrounds are perfect. The gameplay in VSS consists of ripping down the slopes avoiding the many hazards (like snowplows, lame skiers, rocks, tree's and ice) while performing spectacular jumps, carving heavy frontside and backside turns and just plain shredding. You can enter a competition, train, or just free-ride and let the snow fly. VSS has quality tunes and good voice as well, and is more than challenging enough to last even the best gamers a very long time. I highly recommend this title to anyone who owns a Jag. Good stuff! - Takahara







STUFF TO DO!

THE MOUNTAIN...

FINITO!

















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DESTRUCTION





AIRCARS™

E.B.N.E.R.S.™ are bent on world domination. The only hope for mankind is your aircar. E.B.N.E.R.S. have control of the worlds nuclear facilities and are in the process of subjugating all mankind. You must destroy the installations and find the location of the E.B.N.E.R.S. secret base. Beware! There are a host of tanks and turrets to stop you. The E.B.N.E.R.S. have also stolen many aircars and are using them to defend their installations. Plus, the E.B.N.E.R.S. have spies everywhere so trust no one – not even your friends. So get ready to play AIRCARS™ with up to eight of your friends(?) through 32 levels of nerve shattering destruction.

AiRCARS is available on the Atari Jaguar™ 64-bit Muitimedia System. Game features include: 16-bit 3D digital stereo sound for truly awesome voice and sound effects: Gouraud shading with light source and atmospheric effects create a visually stunning 3D world: Multi-player options include up to eight players networked using the CatBox™.

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IRON SOLDIER

ATARI • 16MEG
AVAIL. DEC.
REVIEW

As promised, here's my review of Atari's amazing 3-D cyborg simulation; Iron Soldier. The version you see here is 100 percent complete, and let me tell ya', Atari buttoned this one up just right. This game is pure fun to play, and I don't think I'll never get tired of looking at it. pieces of each locale have been texture mapped, new backgrounds have gone in, and the tunes have been placed in good unison with each mission. Diversity is the name of the game, as you take on mission after mission, from search and destroy to infiltrating enemy camps. The control is super user friendly, the AI is just right, and the freedom to go anywhere provides multiple replays with zero boredom. Games like this are what we've all been screaming for, and as fast as this one came along, (a good sign) I think we can look forward to many more in the not so distant future. - Takahara



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Get It Through Your Skull!



AERO THE ACRO-BAT™ 2

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PAC. SOFT • 16MEG • AVAIL. NOW

CANNON FODDER

Imagine firing up the ol' Jaguar and hearing a whaling Reggae tune, complete with perfect singing... mon. "War! never had so much fun." Now try to imagine a troop of Lemmings in full combat gear, armed to the hilt, in an overhead wartime environment. You must guide your little bad asses through jungles, arctic regions, sizzling deserts, and other treacherous terrain, while avoiding obstacles like quicksand (glug glug), land mines (boom!), and of course, return fire (ouch!). As the game progresses, the tension mounts, as your missions become increasingly difficult. You must often blow unsuspecting villagers literally out of house and home, but watch out for those flying roofs, they can crush an entire platoon. When you plug an enemy he wails in pain, and blood squirts out accordingly. Often times he won't die right away and will just lay there squealing and bleeding... finish must him off soldier.

You move your characters with an arrow. Place the arrow in a strategic position and your troop walks towards that spot. When they reach it, they stop. So strategic guidance is a must for survival. As your characters move, they can shoot in any direction, so don't think this is some sort of strategy crap. You shoot and move constantly, and are always in control.



"ROCKET LAUNCHER!"... SPLAT!



HE'S A ONE MAN TERROR!



HEY! A TANK!...



MUCH BETTER!



A ROADBLOCK... NOT!



HOME IMPROVEMENT!



SSSHHHH....



YOU AIN'T GOIN' NOWHERE!



SPOTTY & GOOFY HEAT THINGS UP!

While Cannon Fodder doesn't scream "I'm 64-bit!" it does get a lot from the Jag. The static screens (when you loose a soldier he's buried and mourned on Boot Hill) are detailed and ultra colorful, the music is amazing for a cart, and the terrain in the game is almost photo real. The best things about Cannon Fodder are that it is original, and just plain fun to play. Once you pick it up, plan on staying a while, because you won't be able to put it down. - Takahara



I'LL NEVER FORGET YOU SPOTTY



WE KICKED ASS! DIDN'T WE?

ZERO™

The KAMIKAZE Squirrel

Zero in on it!









The evil Jacques Le Sheets has a twisted plot to create counterfeit money. And to make the paper, he's ravaging the wooded homeland of Zero the Kamikaze Squirrel! Master Zero's full arsenal of Ninja techniques and weapons as you swoop, spin and dive through fifteen levels of sizzlin', 16 meg fun.

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SUPER NINTENDO

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VISIT BEAUTIFUL SWAN LAKE









Jaguar owners have been waiting patiently for the first round of platforming to begin, 64-bit style. Among the first games to surface will be Gremlin's Zool 2, a game who's predecessor 'Zool' was a happy, candy filled adventure, that nobody here at GF really cared for. The game screamed "Amiga port" and featured a lead character, Zool, who resembled some kind of Ninja/bug.

When I plugged in Zool 2 I was pleasantly surprised to see a fully rendered and totally new Zool who now resembles Sonic or Knuckles more than the happy creature of old. Mrs. Zool is cool as well and has been added to this all new Zool adventure. So here goes.

Zool 2 features far superior level design to part one, the visuals are truly gorgeous, with thousands of sparkling colors and an amazing amount of detail. The Jag hardware really shines through on the brilliant foregrounds. The backdrops are far less impressive. The gameplay in Zool is still rather peculiar and hyper-European. Remember, these guys like James Pond, maybe it's the fog. You guide Zool through six beautiful locales, picking up goodies along the way, (mostly colorful fruity stuff). You must collect 99% of this joy to exit each level. More is required in the harder difficulties, but believe me, you'll never go there, so that really doesn't matter. This leads me to my next point and the only fatal flaw in this game. Zool 2 is just to plain hard, but in a really weird sort of way. The game itself consists of running, bouncing on, and shooting enemies. It feels a















BLUEBERRY HILL





















lot like Sonic, therefore it is actually easy to play. You'll find yourself wanting to run and frolic about, Sonic style, but wait! Hit the brakes...or old Zoolies a dead alien. What makes it so hard are the minions of hyper fast teeny weenie enemies that are literally EVERYWHERE. They come up so fast that you can't even see them, so you end up playing super slow, just edging along and shooting. Even this technique, however doesn't always work. They WILL find a way to hit you. After your six or so lives (depending on how many 1-ups you collect) it's game over.... pain. Seeing the later and most spectacular levels of Zool will be extremely difficult for the average gamer who is use to the more conventional Japanese spawned platformers like Sonic, Headdy, Bloodlines etc.... This is a shame, because this truly is a beautiful game that could be extremely fun to play. Did I mention the music in Zool is pure quality? In the end I would buy Zool 2 and just keep plugging away until I had the whole game wired. It's not everyday I get to play a platformer in thousands of colors. And there certainly aren't many Jag platformers out there...yet. Can you say Rayman? I'm quite sure an invincibility code for Z2 is just around the corner.. .stay tuned. And look on the bright side, at least they didn't bring out James Pond. - *Takahiro*





























Welcome, fighting fans, to the best one-on-one fighting game to ever grace a cathode-ray tube... Samurai Shodown II. Yes, it's true that month before last I said King of Fighters '94 was the ultimate NG tighter, and at that time it was. Now, things have changed considerably. The most obvious difference between Samurai I and II (Besides the tact the sequel is 84 Megs larger!) is the introduction ot tour new characters: Neinhalt Sieger, Cham-Cham, Kibagami Genjuro and Catteine Nicotine. Sieger is an ultra-muscular knight trom the German kingdom of Prosia. His weapon is a massive glove that can tire a machine gun, reverse fireballs, and lift extremely heavy objects (he's the only one who can throw Earthquake)... quite a handy device! Cham-Cham of Green Hell is the sister of Tam-Tam, who didn't make the cut. Her weapon is a massive boomerang and she's aided by her pet monkey Paku-Paku, who can do all of Tam-Tam's moves... Hmm. Kibagami Genjuro is Haohmaru's ronin rival... a truly bitchin' character Guile fans will love. Last, and, like kind of least, is the ultra-miniature Japanese monk Caffeine Nicotine who attacks with a priest's staff and spirits called "Reitu." Not only are tour more characters at your command, but each character has new moves. For instance, Haohmaru can now begin his fireball, Semputsuzan, and stop it before he throws it... quite confusing for your enemy! Other new features are taunts, (Two per character) rolling, lying down to avoid projectiles and ultra-ULTRA attacks done with the Rage Gauge filled that will DESTROY your opponent's weapon! Some of the other improvements are parallax in all levels, insane amounts of speech, a hidden character (See if you can't spot him in these shots) and other bizarre hidden "moves." (Hint: Two reverse Yoga Flames and...) Truly, my only complaint about this game is the mangled Engrish. Some samples would be "Don't make a foot of me! KILL YOU!" "I never have you hurt them!" "Give you my knock tor justice!" and "In France, there no impolite person like you! It's reasonable I win!" Presented here are the attacks for seven characters. Next month we'll cover the remaining eight. So, until then... can you bear to my tatal attack? - Nick Rox

















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TIME WARNER INTERACTIVE





INOSHI-KACHO*
↓ ↘ → SLASH x3



KO YOKU JIN*
→ ↓ ↘ SLASH



OH KA ZAN*
↓ ↙ ← SLASH



GENJURO KIBAGAMI



NEINHALT SIEGER



BLITZ JAGER*
→ ↘ ↓ ↙ ← KICK



FEIER STURM*
↘ B&C (RETURNS PROJECTILES)



WOLF FANGEN*
→ ← ↙ ↓ ↘ A&B



VULCAN WEINEN*
↓ ↘ → A



VULCAN DRUCKEN*
PRESS "A" RAPIDLY AFTER VULCAN WEINEN



VULCAN EXPLOSION*
PRESS "A" RAPIDLY AFTER VULCAN DRUCKEN



TIEGER KOPF
↓ ↘ → C



FALKE NAGEL
AFTER CONNECTING WITH TIEGER KOPF-
↓ ↘ → B



ELEPHANT GLIED
AFTER CONNECTING WITH FALKE NAGEL-
→ ↘ ↓ ↙ ← A





BOOMERANG TOSS*
↓ ↘ → SLASH
NOTE: MOVES WITH "*" MUST BE DONE WITH WEAPON



HIGH BOOMERANG*
↓ ↙ ← SLASH



TYPHOON SLASH
↓ ↘ → KICK



CHAM CHAM



PAKU PAKU DEOS
→ ↘ ↓ ↙ ← C



MOORA PAKU PAKU
→ ↘ ↓ ↙ ← D



PAKU PAKU GABURU
→ ↘ ↓ ↙ ← C&D



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SHITO RASEN KYAKU*
JUMP ↙ ↓ ↘ → KICK



BAKUSA JOGEKI*
→ ↘ ↓ ↙ ← SLASH



HAOH-MARU



OGI: KOGETSU ZAN*
→ ↙ ↓ ↘ SLASH



SHIKIGAMI REIFU • RAI
↓ ↘ → SLASH



SHIKIGAMI REIFU • EN
↓ ↘ → KICK

NOTE:
MOVES WITH
"*" MUST BE
DONE WITH
WEAPON



OGI: SEMPU RETSU ZAN*
↓ ↘ → SLASH



SEMPU RETSU ZAN FAKE*
↓ ↘ → KICK



SHIN RAN JUFU
← ↓ ↙ A&B



CAFFEINE NICOTINE



OGI: RESSHIN ZAN*
→ ↓ ↘ KICK



SAKE BOTTLE STRIKE
↓ ↙ ← A



CHARLOTTE



POWER GRADATION*
↙ ↓ ↘ SLASH



SPLASH FOUNT*
PRESS SLASH RAPIDLY



TRI-SLASH*
→ ↓ ↘ SLASH



HIKEN: TSUBAME GAESHI*
JUMP ↙ ↓ ↘ → SLASH



HIKEN: SASAME YUKI*
↓ ↙ ← SLASH



SASAME YUKI FAKE*
↓ ↙ ← KICK



ZANZO FUMIKOMI GIRI*
↓ ↘ → KICK



UKYO TACHIBANA



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THERE'S NOTHING

QUITE LIKE THE

FEELING OF

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ON ASPHALT.



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PowerBack™. Rechargeable. Pop it on.

HANDS ON PORTABLES







SEGA • GMEG • AVAIL. FEBRUARY • PREVIEW











Truly unbelievable. That's Ristar on Game Gear in a nutshell. What its big brother does to the Genesis hardware, this li'l cart-o'-power does to the GG hardware... push it to it's far-thest limits! This is without a doubt the most amazing Game Gear game I've ever seen, and it makes Headdy, Triple Trouble, or any other recent GG titles seem pale in comparison. Why? The effects are amazing, like incredible line-scrolling, amazing, massive sprites, light/dark effects and the 3-D star field that actually impressed me on GENESIS is replicated perfectly here. Effects certainly don't make a game, so how's the gameplay? Rockin'! Ristar's play mechanics are 100% original, but they differ slightly from the Genesis version. First of all, Ristar himself has these ultra-elastic arms which he can use to grab enemies, swing around them, or just plain smack 'em, flip around vines and vault him into the stratosphere via strategically-placed poles. What's different in the GG version is that there are little stars scattered about the landscape which will give you an extra life if you collect 100, Mario-style. This is just an early preview, so get ready, GG owners... the greatest action/platformer ever to grace your system is coming soon!











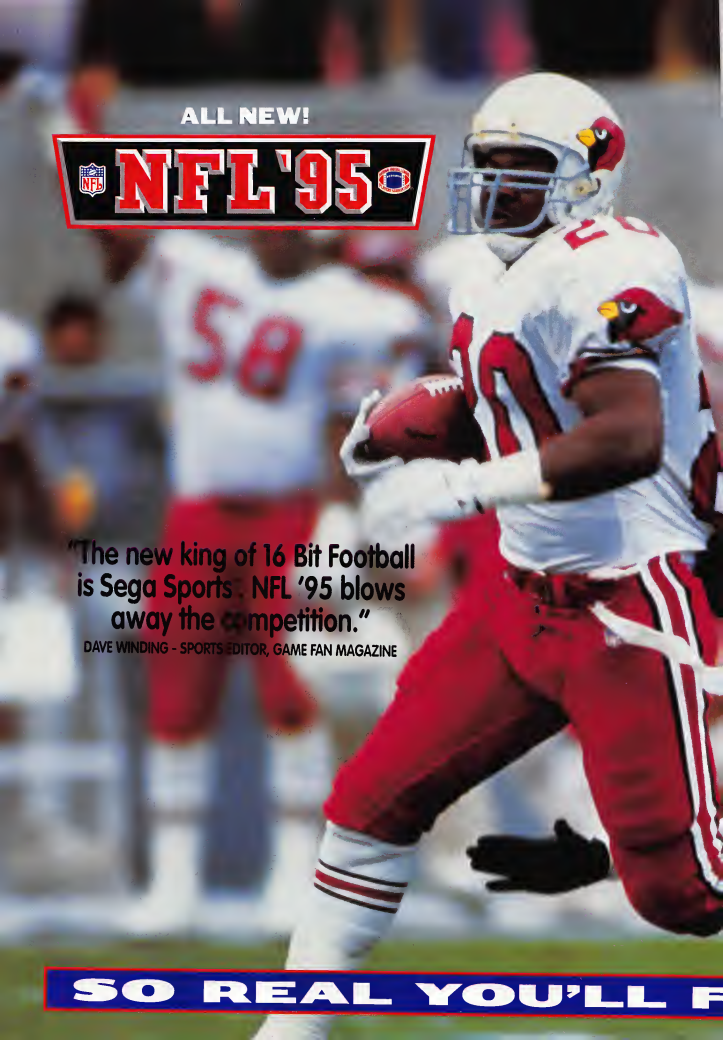




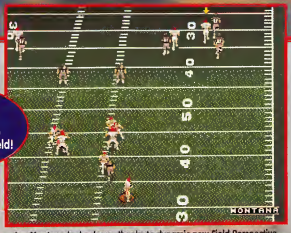





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DAVE WINDING - SPORTS EDITOR, GAME FAN MAGAZINE
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Now see up to 65 yards downfield!

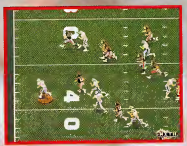


Joe Montana looks deep... thanks to dynamic new Field Perspective.

Over 1,500 real players!



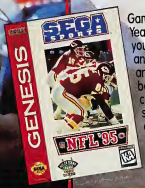
Steve Young and the real players from all 28 NFL teams are here. Make trades and start building your dynasty.



Emmitt Smith turns the corner with a "speed burst" and heads for six!

HOW TO IMPROVE ON PERFECTION.

GamePro called NFL Football '94 "The Best Football Game of the Year." So what did we do for '95? We started from scratch to bring you a game where you play and compete with all 28 NFL teams and over 1,500 players including Rice, Sanders, Seau, Elway, White and more. Actually *be* the receiver and call for the ball! Add in bone-crunching new sound effects, injuries, skill ratings in 13 categories and a battery-backup that tracks league leaders, single game and season stats, and you know this could only come from Sega Sports™.





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"Game Gear" features more variety than Genesis"

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ORGET IT'S A GAME



McGriff steps in against Hershiser. Will it be the fastball, or are you going to cross him up with a sinker?



You're Albert Belle, going up against Yankee ace Jimmy Key – Do you go for it with your power swing, or just try for contact?



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World Series BASEBALL '95

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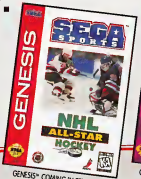
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NFL QB CLUB: SOME HAVE CALLED THIS THE "MADDEN KILLER"...WE DON'T, DETAILS INSIDE.

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...PLUS...

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THE EVOLUTION OF NHL HOCKEY: G. E TAKES A LOOK AT THE FIRST TWO GAMES IN EA SPORTS' AWARD WINNING SERIES-IN THIS FIRST INSTALLMENT OF A TWO PART SPECIAL..

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TALKO TALK

As we begin our third year of publishing GameFan, and announce the winners of GameFan Sports' second annual Achievement Awards, I want to talk a little bit about the world behind the screens in sports video games-the emerging marketing presence and recognition of sports video gaming within the world of professional sports. Having just returned from an appearance on Ron Barr's "Sports By-Line USA", I have become ever more aware of the expanding role that sports video games will have in the future of professional athletics. Many professional athletes just beginning their careers are from the video game generation (for our purposes, anyone born after 1970) and it is exciting to see people like; John Taylor, Jason Kidd, Shaquille O'Neal, Ronnie Lott, Tim Hardaway, Mitch Richmond, Joe Phillips, Duron Cherry and many, many more, getting involved and actually PLAYING sports video games. These guys aren't merely lending their name(s) to a product line. They play them on the road and in their hotel rooms, on the plane and with their kids. The fact is that, after nearly 20 years of existence, sports video games are becoming mainstream. You should see these guys! (On page 124, you can.) They talk trash, jump up and down and generally get as excited as you or I when we drop that 30 yd. chip into the hole, or park one over the green monster at Fenway. I receive quite a few calls on a monthly basis from professional athletes, both active and retired. They follow the product, they want to be involved in some way, and many of them are in contact with both Sega Sports and EA Sports, as the two major players in the field, to see how they can organize Madden tournaments, for example, or come to their offices for a visit. How does this affect you and I? My feeling is that, over the long haul, the heightened awareness that these sports celebrities will bring to the sports video game market will translate into creating a higher level of consumer activity. And, in turn, they will become more intimately involved in the creation of the product, hopefully adding increased realism and depth to the games they play. With mass market acceptance comes greater dollar volume sales and lower prices at your local retailer. I can live with that...more for less! I hope you enjoy our look behind the scenes on page 124 and get a sense of how much fun it is to be involved in this area of gaming and the world of professional sports.

NFL QB CLUB





GENESIS
ACCLAIM
4 PLAYER
24 MEG
AVAIL. NOW

Contrary to popular belief, NFL QB Club is NOT a "Madden killer" (nor an NFL '95 killer, for that matter). But, to give credit where credit is due, it is a solid game of football with a few major flaws. Let me start by voicing my biggest grievance-the passing game. I have no problem with the short and medium routes, you can, for the most part, see your receivers on screen and react to them as you would if you were quarterbacking a real game. The problem comes in the deep game, where receivers sprint off of the field of view (about 25-30 yards, depending on your drop-back) and quickly become little green, yellow and red icons. The color, of course, indicates whether or not your receiver is open at the precise moment you throw the ball (green means go). This, however, does not mean that he will be open when the field scrolls upward and you can actually see him. I classify this as fairly major!

This passing system seems to come from Iguana's earlier attempt at













football, Super High Impact. The real problem with this system is that it doesn't translate to a serious simulation. I have no interest in throwing to the green letter "A", and then finding out that...OOPS! He really wasn't open, the computer lied! This seems to be that way that the game's designers established equality between the human and CPU players. There's nothing like a few interceptions to even the ol' score quickly! The other major problem is that QB Club, although it features NFL and QB Club licenses, does not have one from the NFLPA, which means no statistics and no role playing in season play. This is now required stuff when attempting to compete against EA Sports and Sega Sports.



Now, for the good stuff. QB Club, with its 24 Meg of power, offers a host of options, detail and graphic quality. You can create your own quarterback and import him into season play, on the team of your choice. The game provides a "Crunch Time Simulator" that is fairly cool in that it allows you to compete in pressure cooker situations from some of the NFL's greatest moments. In addition, the essence of QB Club (and the marketing angle) is the "Quarterback Challenge", where players can test the 19 QB's in the game (some QB's, like Montana, are not in the Club) in a number of skills areas. This part of the game becomes a little monotonous after awhile. But, if you are creating your own QB to import into season play, there is a method to its inclusion in the game. By performing well in the drills, you can actually increase your skills ratings and this will affect your on-field performance!



In summary, I would have to say that, while a well crafted and graphically excellent football game, NFL QB Club comes up short in its long term play value and its heavy emphasis on arcade style play. It certainly is a quality effort, but it is not in the same league as NFL '95 and Madden '95. - *Talko*

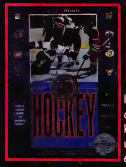






NFL QB Club...certainly is a quality effort, but it is not in the same league as NFL '95 and Madden '95.

84%



THE EVOLUTION OF NHL HOCKEY-PART 1



It was nearly four years ago that history changed. No, not in a history book sort of way, like the Berlin Wall coming down, or a new middle eastern accord being signed. Rather, history had changed in a VIDEO GAME kind of way! You see, it was 1991 when Electronic Arts first unveiled NHL Hockey for the Sega Genesis to an unsuspecting gaming public. Sure, there were the traditional early press releases and usual fanfare associated with the release of a new title, but nothing, no piece of artwork, no review snippet, no single source of information could possibly make anyone aware of what was about to happen. EA Sports (EASN at the time) was about to start a series of sports gaming excellence the likes of which has yet to be equaled. EA started with a fantastic engine that, over the course of three and a half years and three sequels later, has evolved into a sports title that, if not the most successful dollar wise, is without a doubt the most beloved sports game the gaming world has yet seen. It is with these accomplishments in mind that we at GameFan Sports offer our tribute celebrating the legacy that is NHL Hockey. I recall the day vividly. I had left the office early, hoping to get to the mail in time to check out the latest in video gaming thrills, and still get home before the start of the Warriors game on TV. While at the mall, I peaked into Electronics Boutique and, to my surprise, I saw a hockey game from EA on the shelf. "Looks great", I thought, recalling that the last hockey game I had played was on the Atari 2600 some ten years earlier. I soon found myself at the counter plunking down $45.00, knowing that, in terms of entertainment value, I was paying pennies on the dollar. "This game looks too GOOD to be a pile." I told myself, knowing full well that I had previously been burned by looks alone. After spending a few moments looking at the back of the box, I could tell that this game had everything; full six-on-six action, all twenty-two teams, a couple all star squads, checking, penalties, instant replay, and more! What I didn't learn from reading the back of the box was that there were also game statistics, fighting, and a password save feature that would let you continue your pursuit through the playoffs...Unreall I was in hockey heaven. Or, truthfully, GAMING heaven. Before NHL Hockey, I had never experienced the kind of control over the on-screen characters as I had found here. The skating seemed so real; the fluidity of the skates gliding across the ice, the sound of the blades slicing through it. This wasn't a game-it was an extension of my gaming capabilities! As I increased my ability to work the control pad, the skaters became more lifelike. The scores also increased! It wasn't long before the final score read something like 16-2 or 10-0. I had gotten to the point where it wasn't uncommon to score 7-8 goals in a single period. And without the aide of frequent passing, I might add. The original NHL had not yet developed the passing deftness that had become one of the trademarks of the real NHL. Speaking of real, the game was endorsed by the NHL, but not the Players Association. So, you got the numbers, but not the names! I remember thinking at the time, though, what intrigued me most about the game was the "highlights" from other games. The screen would appear, showing the two teams involved and the current score. You would then be treated to an instant replay of either the tying or game winning goal. I thought this was the coolest thing ever! At the conclusion of the game, you would be treated to the following stat's; number of shots on goal, power play success ratio, number of fights won, and the amount of time you had the puck in the attack zone. That's a lot of "stuff" for this little sleeper video game. Like I said, pennies on the dollar! Now, four years later, I can summarize the original NHL Hockey with these five words; ground-breaking, score-fest, fights, & password save. (cont'd)













NBA HANGTIME '95 WILL TEST YOUR BASKETBALL SKILLS. NOT YOUR "SIT-ON-YOUR-KEISTER-AND-WATCH-THE-COMPUTER-DO-ALL-THE-WORK" SKILLS.

B-B-↑

Funk Dunk

This one is very missable, so just hold an light and hope your hands aren't too sweaty.



B-A-→

Sonic Boom

If you attempt this one and miss it, the embarrassment could be too much to recover from.





B-A-←

Sledgehammer Dunk

Show that guard where this dunk got its name from.



B-A-↑

Hangtime

Do this move correctly and you'll be airborn long enough for Dan Patrick to go get a hot dog. And some condiments.



B-A-↓

Reverse Jam

Time this one right and Chris Webber will fly so high he'll show up on air Traffic control radar.



B-B-↓

Stop & Pivot

You'll need all the fancy footwork you can get in the "streetball" mode. Because on the blacktop they play for keeps.



B-A-A

Super Jump & Block

How many opportunities do you have to take on an NBA star in front of 20,000 fans?



A-A-↓

Downtown

We're not giving three pointers away here, but with a little practice you'll nail'em like Reggie Miller.

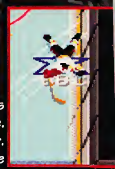
NBA HANGTIME '95 IS THE MOST CHALLENGING GAME OF 2-ON-2 OUT THERE. YOU'VE GOT 39 DIFFERENT MOVES TO CHOOSE FROM, REAL PLAYERS LIKE HAKEEM OLAJUWON, PATRICK EWING, SHAWN KEMP, SCOTTIE PIPPEN, CHRIS MULLEN AND KARL MALONE, ALL 27 NBA TEAMS, AND ESPN 2'S "STREETBALL" MODE. IF YOU DON'T GIVE THIS GAME TWO THUMBS UP, IT'S PROBABLY BECAUSE YOUR THUMBS ARE TOO EXHAUSTED. EVERYTHING ELSE IS JUST PRACTICE.™



SONY IMAGESOFT

THE EVOLUTION OF NHL HOCKEY-PART 1





Before most of the gaming country had finished putting NHL Hockey through its paces, EA was hard at work creating arguably the best sport sequel of the time. NHLPA Hockey '93, a mouthful to be sure, was to become an instant best-seller. Electronic Arts had not been kept basking in the success of the original, as there were nearly two dozen refinements in their heir apparent. The Players Association tie-in being the most prominent, as it even made the title of game! Now the players were no longer just numbers, they had names attached to their faces. Faces like Gretzky, Hull, Messier, and Recchi. Even Lemieux, who had his own hockey game coming out from Sega, was in there. And this might be a good time to note that with the release of Mario Lemieux Hockey, the world was now notified of what a truly great game NHLPA Hockey '93 was. The difference between the two games was night and day. I think the only reason anyone bought a copy of Lemieux was for the free hockey puck that came with the cartridge. Or did the game come free with the purchase of the hockey puck? I don't know, but it didn't matter-all Lemieux did was tell the competition not to bother because they couldn't come close to the spirit that EA had bottled up in the NHL series. Well, anyway, back to NHLPA '93, and the assortment of additions, like more detailed players, better animation players, better animation of the players, and the goalies in particular. The guys in the net would dive and lunge after shots and loose pucks! The colors also became lighter & crisper and an assortment of "rink" music, that blended smoothly with the game play, was also thrown into the 16 Meg game. Lastly, the importance of which cannot be emphasized enough, there was the addition of BATTERY BACKUP! No more sixteen letter passwords to get you through the playoffs. The battery saved each player's stat's through the playoffs, and also saved the way you customized each line formation. Fighting, and the EASN logo, would be seen in NHLPA for the last time. Hey Mortal Kombat lovers, there was even BLOOD oozing out of a players head after he had been injured! That's right, injuries could set your star player out for a period, or the entire game, but not for multiple games. Ah, the times were good in 1992. The Genesis, now three years old, was just starting to hit its stride, and games like NHLPA Hockey '93 would help it take off and assert Sega and the Genesis as the major player in 16-bit video gaming. The five key words with which to remember NHLPA '93? That's easy-battery, blood, players, & broken Plexiglas. Stay tuned to GameFan Sports next month for part two of "The Evolution of NHL Hockey"! - Dr. E

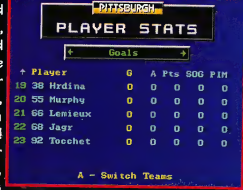


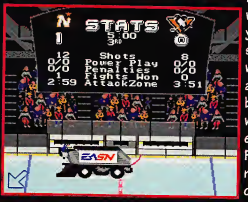


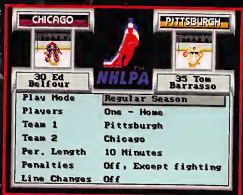












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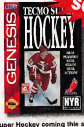








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- Real game schedules.
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Tecmo Super Hockey coming this season for Sega Genesis only.









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KIDS TO ADULTS K-A

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NHL ALL-STAR HOCKEY '95

- **Title:** NHL All-Star Hockey '95
- **Publisher:** Sega Sports
- **Platform:** Genesis
- **Media:** 16 Meg ROM Cart. + Battery
- **Available:** February '95
- **GamePro Sports review:** February '95- Volume 3, Issue 2
- **Features:**
  - NHL license; all 26 NHL franchises.
  - NHLPA license; featuring opening day 1994 rosters.
  - Full season League play and Stanley Cup playoffs.
  - Player performance based on ratings in 15 different categories.
  - Color commentary by Marv Albert, voice of the New York Rangers.
  - Standings and team stat's tracked over League and Playoff action.

Editor's Notes: Sega Sports' new hockey game looks like it could be the first to give EA Sports' NHL series some serious competition. The presentation is first-rate but we will have to see how the gameplay stacks up. Alpha version didn't allow for saving of statistics.

























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GAMEFAN SPORTS BEHIND THE SCREENS

Over the past few months, GameFan Sports has been involved in a number of behind the scenes events that we think are indicative of the direction that sports video gaming is headed. The pictures you see here are from a number of these events, and also include glimpses of EA Sports' and Sega Sports' new football and basketball promotions. Just check out the sports celebrities who are spending time with controller in hand; Chris Mullin and Tim Hardaway of the NBA's Golden State Warriors (with coach Don Nelson supervising play) go head-to-head in EA Sports' NBA Live '95 (Mullie's trying desperately to dunk), John Taylor spending a day at the golf course with EA Sports and PGA Tour 3, Howie Long and Terry Bradshaw-two old-timers on the Fox network trying to figure out what these new-fangled contraptions are all about, Kansas City Joe and his new spot for Sega Sports' NFL '95 (very cool AD) as part of our Sports By-Line USA event, and lastly (and least!), Talko taking his cuts at the Oakland Coliseum in a GameFan Sports sponsored charity baseball game. We hope to bring you more behind the scenes goodies in the future. - Talko

















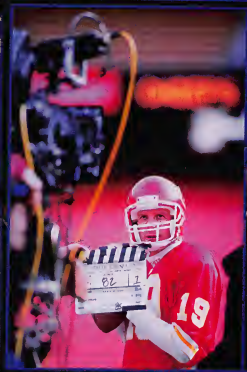
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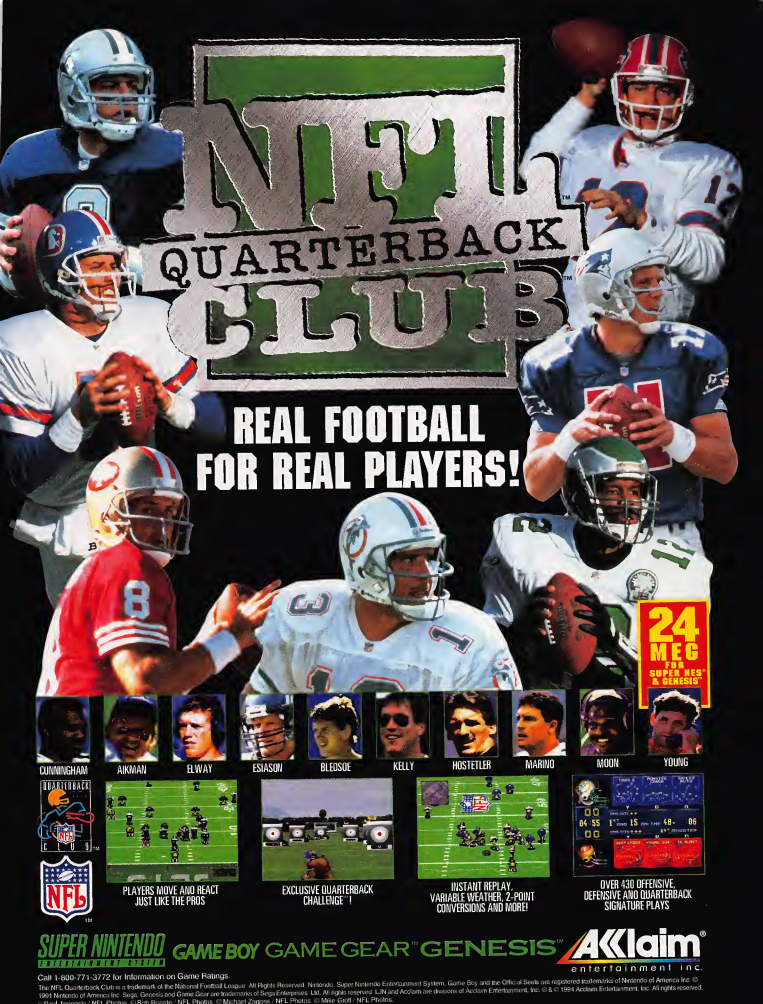
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GAMEFAN SPORTS ACHIEVEMENT AWARDS

The GameFan Sports Achievement Awards were created to recognize the best in sports game design. To be eligible, the finished games must have been released during the calendar year and all judging is based on the American releases-no import titles are included in the final judging unless they have been confirmed for US release. You will also notice that, in addition to creating an award for "Sports Game of The Year", we have divided the titles into their respective categories to give both the publisher and the consumer the most accurate information possible-in the hope that this recognition will help to encourage quality game design. Without further delay, here are the deserving winners for 1994.



NBA LIVE '95

1994 GameFan Sports Game of The Year: NBA Live '95-SNES-EA Sports

For anyone that has played this remarkable game, this award comes as no surprise. With all of the great sports product delivered to the marketplace this year, the call was tougher than ever. NBA Live '95 is the rarest of games-the kind that takes the simple act of playing a video game and elevates the experience to a much higher level. When you play NBA Live '95, you forget that it IS a video game, this is what separates the good games from the truly great games-and NBA Live '95 is as great as it gets!



WORLD SERIES BASEBALL



NFL '95

Football Game of The Year: NFL '95-Genesis Sega Sports

Honorable Mention:
Madden '95-Genesis-EA Sports
Madden 3DO-3DO-EA Sports
College Football-Genesis-Sega Sports
Walsh '95-Genesis-EA Sports

Baseball Game of The Year: World Series Baseball-Genesis Sega Sports

Honorable Mention:
La Russa '95-Genesis-EA Sports
Super Baseball-SNES-Tecmo
MLBPA Baseball-SNES-EA Sports



NHL '95



WAILAE COUNTRY CLUB

Basketball Game of The Year: NBA Live '95-SNES EA Sports

Honorable Mention:
NBA Action-Genesis-Sega Sports
NBA Live '95-Genesis-EA Sports

Hockey Game of The Year: NHL '95-Genesis EA Sports

Honorable Mention:
NHL '95-SNES-EA Sports



F1 BEYOND THE LIMIT'S

Golf Game of The Year: Wailalae Country Club-3DO Panasonic

Honorable Mention:
Pebble Beach-3DO-Panasonic
PGA Tour 3-Genesis-EA Sports
Pebble Beach-Genesis-Sega Sports

Racing Game of The Year: F1 Beyond the Limits-Sega CD Sega Sports

Honorable Mention:
Nigel Mansell-Genesis-Acclaim
Nigel Mansell-SNES-Acclaim



IMG TENNIS

Tennis Game of The Year: IMG Tennis-Genesis EA Sports

Honorable Mention:
Wimbledon Tennis-Genesis-Sega Sports

Soccer Game of The Year: FIFA Soccer-3DO EA Sports

Honorable Mention:
FIFA '95-Genesis-EA Sports
FIFA Soccer-SNES-EA Sports



FIFA 3DO

This game is a stroke of genius. Ten, actually.



Brad Faxon



Davis Love III



Bruce Lietzke



Tom Kite



Jeff Sluman



Fuzzy Zoeller



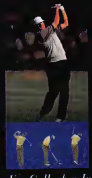
Mark O'Meara



Craig Stadler



Lee Janzen



Jim Gallagher Jr.



PGA TOUR

EA SPORTS
It's in the game.™



We have over 50 real PGA pros in here. Ten of them even brought their swings, their stance, their whole game. Then we did what has never been done before: Digitized the entire thing.



We've added a ball cursor to the game so you can control your shots. Dog-leg? Fade your shot. Behind the trees? Increase your arc. Just don't get distracted by the striking graphics.

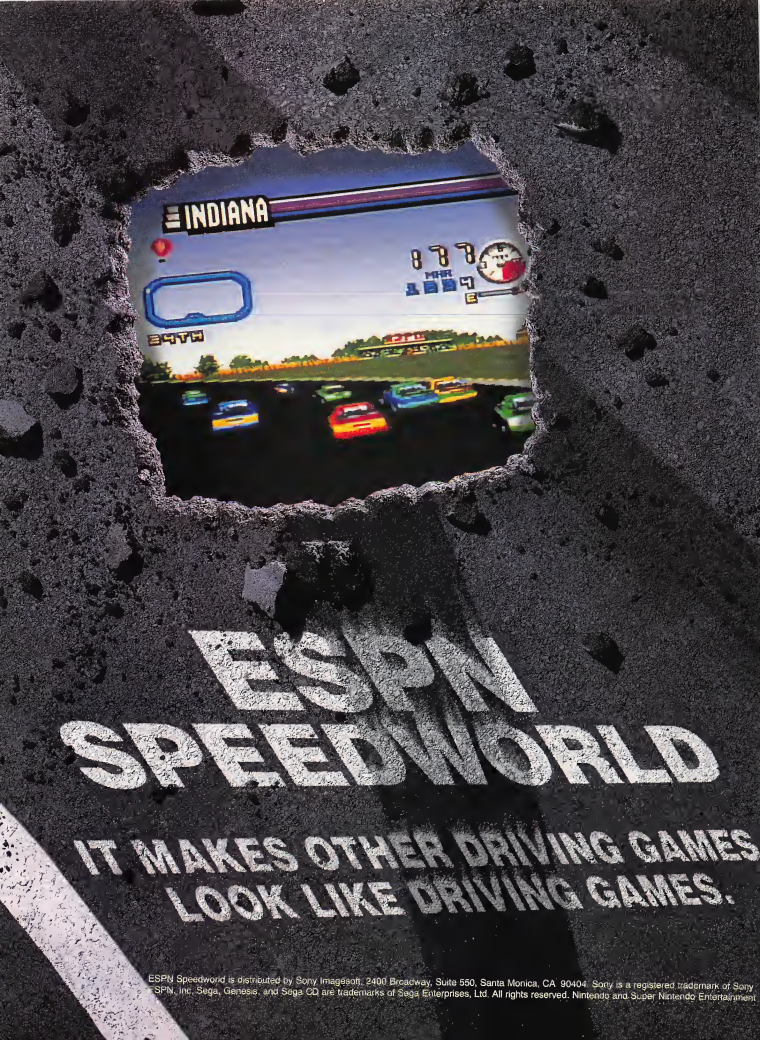


Believe it or not, that really is your name between Fuzzy Zoeller and Tom Kite. You, touring with the pros, winning prize money and driving down the fairway into the sunset.



There are four new courses, plus four classics. All authentic, and incredibly challenging. Try to stay out of jail, or away from the bunkers. Either way, they're in here. Watch out for bogies.

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Most driving games think it's fun racing against nobody, just circling the track and waving to the pit crew. With ESPN Speedworld, you're racing against 23 computer-controlled drivers who would like nothing more than to plow you into a wall. To win this race (or even finish it), you'll need to bump, slot, and draft your way around hairpins, straightaways, and 3-D banked turns. Choose your track, and customize your car for maximum performance—the tires, transmission, engine, and even the paint job (which won't look good for long). Once you're on the track, you'll have to monitor the tire wear, body damage and fuel consumption. And with the interactive pit crew, you can win or lose a race while changing a tire. The battery back-up saves your stats and winnings through an entire season. And don't forget, ESPN's Dr. Jerry Punch will be there for every race, so if you choke on the final lap, he's going to let you know it. Pick up ESPN Speedworld and start racing against the pros. Not against yourself.



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KING'S FIELD, A 3-D RPG FROM "FROM SOFTWARE" FEATURES TEXTURE MAPPING AND REAL TIME-FIGHTING.



GEOM CUBE...WOW! TECHNOS-DEC.









SONY'S MOTOR TOON GP HAS CHARACTER DESIGNS BY MATSUSHITA SUSUMU OF LIGHT & SHADOWS AND IS ONE OF THE FIRST TITLES TO SHOW OFF THE PS' AMAZING POLYGONS AND GOURAUD SHADING. IT'S OUT DECEMBER 3RD.

















IT SEEMS THAT VIRTUA FIGHTER HAS SPAWNED A NEW CATEGORY. TAKARA'S TOH SHIN DEN: HYPER SOLID, OR LEGEND OF THE GODS OF BATTLE (ANOTHER SIMULTANEOUS RELEASE) RESEMBLES VF2 WITH IT'S TEXTURE MAPPING AND INCREDIBLE SPEED.









THE MOST IMPRESSIVE FIRST 3-D OFFERING FOR THE PS IS SONY'S OWN CRIME CRACKERS. THE SCALING IS HYPER FAST, WITH HARDLY ANY PIXELIZATION. ONCE AGAIN, A SIMULTANEOUS RELEASE.



OLYGRAM'S FANTABULOUS-LOOKING TWIN GODDESS FEATURES DIGITIZED CUT-'N'-PASTE PAPER DOLLS VS. ANIMATED CHARACTERS, WITH MUSIC BY JAPANESE ROCK STARS.



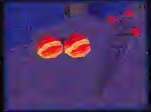
HERE'S NEOREX' COSMIC RACE, WHICH IS DUE IN DECEMBER.





THE 1ST ACT/ARCADE GAME FOR THE PS, TECHNOSOFT'S HOT-BLOODED FAMILY COMES OUT DEC. 2ND I'M SORRY







PONY CANYON'S METAL JACKET, WHICH IS PLANNED FOR MARCH. THIS TITLE RESEMBLES SEGA'S METALHEAD AND ATARI'S IRON SOLDIER





ONY BRINGS THE JOY OF PACHINKO HOME WITH VICTORY ZONE.





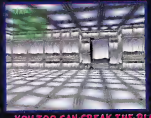


FALCATA, A STRATEGY/ROLE PLAYING GAME BY GUST IS ALSO DUE AT LAUNCH.





IME WARNER INTERACTIVE'S TAMA::WHY? GUIDE THE MAR-LE THROUGH THE MAZE. WOW! SIMULTANEOUS RELEASE!!!







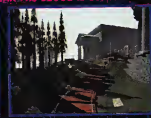
YOU TOO CAN CREAK THE BLOOD IN CHROME 3-D LANDSCAPES WITH SONY'S ACTION ADVEN-TURE OF THE SAME NAME. CREAK THE BLOOD IS COMING THIS JANUARY; THE FMV IS STUNNING!





THIS ULTRA-FAST 3-D RPG IS HAMLET-BY PANTHER, YET HESE SHOTS ARE WAY EARLY. LOOK FOR IT IN MAY.







SUNSOFT'S FIRST PS GAME (COMING IN DEC.) IS MYST. THE STILL-FRAME NEW AGE PC GAME...TOO BAD.

ASMIK'S KOUMA HUNTER LIME, A DIGITAL COMIC.







UBI SOFT'S RAYMAN, THE NEWEST PLATFORM ICON, IS MAKING HIS WAY TO THE JAG, SAT-URN, AND PS (IN DECEMBER). THIS INNOVATIVE PLATFORMER IS SURE TO PLEASE.



GORGEOUS MAHJONG WARRIOR SOOTCHY-PIE LIM-ITED BY JALECO. SIMULTANEOUS RELEASE.









AS DAYTONA WILL JUDGE THE SATURN, RIDGE RACER WILL JUDGE THE PS. SO FAR, IT IS LOOKING VERY GOOD!

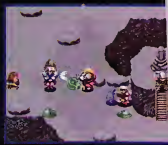
TURN THE PAGE FOR MORE PS...

JNN
JAPAN NEWS NETWORK

MORE TOP-QUALITY SONY SOFTS:

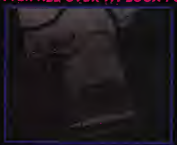
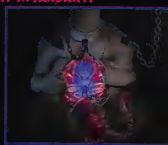




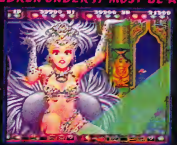


ARC THE LAD, A GREAT LOOKING STRATEGY/RPG BY SONY, FEATURES SHINING FORCE-STYLE ATTACKS THAT ANIMATE PERFECTLY. THIS GAME HAS QUALITY WRITTEN ALL OVER IT! LOOK FOR IT IN JANUARY.



THIS INCREDIBLE SONY CG RPG IS CALLED KOWLOON'S GATE. LOOK CLOSELY AT CYBER-GNARLER'S INNARDS...EEUUWW!! THE PS EXCELS IN THIS CATEGORY- THE SCREENS ABOVE MOVE SUPER FAST! KG IS DUE SOMETIME IN '95. BY SCE. -CHILDREN UNDER 17 MUST BE ACCOMPANIED BY AN ADULT, THANK YOU.

KONAMI'S GOKUJO PARODIUS DELUXE PACK IS AN EXACT TRANSLATION OF THE JAPANESE ARCADE HIT: SIMUL. RELEASE.




IT'S MAHJONG STATION. BY SUNSOFT! WHAT COULD BE BETTER? PERHAPS A POKE IN THE EYE...




BANDAI'S RIP-ROARING MOBILE SUITS GUNDAM. IT'S VERY CHOPPY BUT OF COURSE VERY EARLY.




HERE ARE TWO MORE SHOTS OF SCE'S FANTASTIC PHILOSOMA, A SHOOTER WITH EVER-CHANGING PERSPECTIVE.

SONY PLAY STATION SCHEDULE:

12/3
HOT-BLOODED PARENTS & CHILDREN - *TECNOSOFT*
MOTOR TOON GRAND PRIX - *SCE*
CRIME CRACKERS - *SCE*
GOKUJO PARODIUS - *KONAMI*
MAHJONG STATION MAZIN - *SUNSOFT*
RIDGE RACER - *NAMCO*
MAHJONG GOKU - *EA VICTOR*
LET'S TAKE THE A-TRAIN IV - *ARTDINK*

12/9
PACHISLOT HUNTER - *FORUM*
TWINBEE PUZZLE BALL - *KONAMI*

12/16
KING'S FIELD - *FROM SOFTWARE*
TWIN GODDESS - *POLYGRAM*

12/22
COSMIC RACE - *NEOREX*
JIKKYO POWERFUL PRO BASEBALL '95 - *KONAMI*
HAMLET - *PANTHER SOFTWARE*

12/UNK.
KOUMA HUNTER LIME - *ASMIK*
TAMA - *TIME-WARNER INTERACTIVE*
VICTORY ZONE - *SONY*
FALCATA - *GUST*

1/13/95
RAYMAN - *UBI SOFT*

1/27/94
KILEAK THE BLOOD - *SCE*

1/UNK.
RAIDEN PROJECT - *SEIBU KAIHATSU*
GEOM CUBE - *TECMO*
CYBER SLED - *NAMCO*

2/UNK.
BOXER'S ROAD
PHILOSOMA - *SCE*
STARBLADE ALPHA - *NAMCO*
VIRTUA PACHISLOT
HYPER MAHJONG
ZEITGEIST
BEAUTIFUL MAHJONG
WARRIOR SOOTCHI PIE - *JALECO*

3/UNK.
IGO PS
METAL JACKET - *PONY CANYON*
PROFESSIONAL GAMER PACHINKO COLLECTION
GUSSUN OYOYO
MONSTER WAR
IRON FIST

4/UNK.
FORMATION SOCCER - *HUMAN*
STARFLIGHT FANTASY
LEGEND OF GOKU

5/UNK.
TOKYO SHADOW
WAR AT THE BOTTOM OF THE SEA

6/UNK.
BLACKOUT
3X3 EYES

READYSOFT INCORPORATED & EPICENTER INTERACTIVE PRESENT

DON BLUTH'S

SPACE ACE

The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.

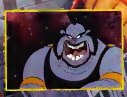
Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?

Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action.

The fate of Earth is in your hands.

NYR™ Not Yet Rated











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This official seal is your guarantee that this product is one of the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ (Genesis™, Sega CD™ or Game Gear™) System.

READYSOFT

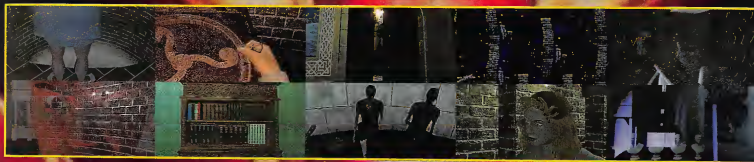
ReadySoft Incorporated
3375 14th Ave., Unit 7 & 8
Markham, Ontario, Canada L3R 0H2
Tel: (905) 475-4801 Fax: (905) 475-4802

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NICK ROX

3DO IMPORT PREVIEWS

Welcome to this month's 3DO previews! The 3DO is REALLY picking up in Japan, as these games show - ME's Strahl, Warp's D's Diner and Megadasu, Human's Belzerion, Tomy's Yu Yu Hakusho, Riverhill Soft's Insector War, and Future Pirate's bitchin' Montana Jones. First off is Strahl (pronounced "Shtral"), a direct port from the Japanese Laseractive game Triad Stone. Basically, it's Dragon's Lair with a polished Anime look and an RPG feel to it, and it's MUCH longer than the average laserdisc game. Megadasu is a 2-player 3-D game similar to Faceball. Belzerion is a frighteningly cool looking futuristic 3-D adventure/action/RPG. Insector War is a super-cutesy 3-D shooter and Tomy's Yu Yu Hakusho is a fighting game based on the hyper-popular anime and manga. All of the above titles will be available in mid-December. D's Diner is an extremely adult-looking Dr.Hauzer-style 3-D Adventure RPG which is due in January. See you next month with more powerful 3DO coverage! - Nick Rox



D'S DINER - CRAM



STRAHL - MEDIA ENTERTAINMENT



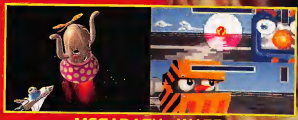
YU YU HAKUSHO - TOMY



INSECTOR WAR - RIVERHILL SOFT



BELZERION - HUMAN



MEGADASU - WARP





MONTANA JONES

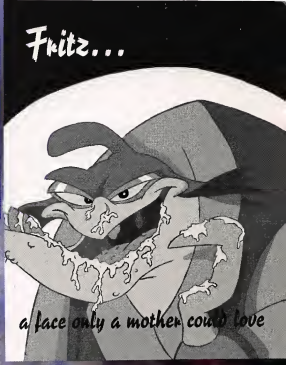
Future Pirates, programmers of the slightly lame Japanese 3DO game Wacky Racers are coming back with the 3DO's first Japanese platformer, Montana Jones. MJ features 3-D maze levels as well as standard platforming, with eye-flaying special effects... watch out Gex! Power's a-comin' in late January!





Here's a preview of NEC's 32-bit system, the PC-FX, which is due out in Japan on Dec. 9th for a retail price of about $499.99. Three CD's will be available at launch - Battle Heat, Sotsugyo II FX, and Team Innocent. BH is an all-animated fighting game... each character has over 25,000 sequences of animation. Sotsugyo is a rather bizarre simulation in which you must guide Japanese teenagers through high school, and TI is a 3-D, full-screen full-motion adventure/ digital comic. Several other titles are in the works as well, such as the military strategy game Konpeki no Kantai, the adventure RPG Return to Zork and a fantasy strategy title, Lunatic Dawn. Look to GF next month for true reviews of these games and an in-depth on the system... see ya then! - Nick Rox







SOTSUGYO II FX



BATTLE HEAT!



TEAM INNOCENT



KONPEKI NO KANTAI





GötzenDiener

PC ENGINE • ARCADE/SUPER CD • ACTION/RPG
AVAILABLE NOVEMBER 25th • NEC H.E./GAINAX

Gainax is now putting the finishing touches on what will likely be one of the PC-Engine's last great hurrahs, Gotzendiener. Pronounced "Get-Sun-Deener," which means "Idol Servant" (Danke, Craig) in German, this Arcade/Super Card CD is a Landstalker-style quest with heavy action/puzzle elements. You play as the captured princess Misa Himemiko (the Idol Servant?) and for once no hero's comin' to get you... you gotta save yourself! This game is getting serious raves in Japan, so you can bet we'll review it if it's as good as it's hype. Gotzendiener is by Gainax/NEC and will be out November 25th. - *Nick Rox*





















LUNAR
ETERNAL BLUE

This December, RPG fans everywhere will get quite a treat when Game Arts' Lunar Eternal Blue is released for the Mega-CD. Featuring 40-50 minutes of the full-screen full-motion animation Game Arts pioneered in their Urusei Yatsura Mega-CD, Lunar is also filled with incredible art, music, and, of course, drama. In fact, Victor Ireland of the gift-from-God Working Designs said that Lunar II "was honestly much better than Final Fantasy IIII" As for the story, little is known other than that the game takes place many hundreds of years after the Silver Star, and that the only characters most likely to return are the goddess Althena and Nall. Yup, Nall... and he ain't a cute dragon-pup no more. Keep looking to GF for more news and info on what will likely become one of the best RPG's ever conceived! -Nick Rox











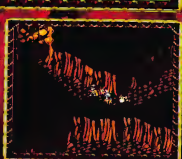










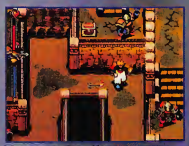




Hiro Lemina Wronfar Lucia Nall Zene Ruby



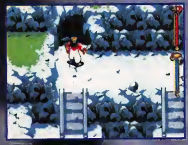




Oh, rapture... can you believe Story of Thor and Clockwork Knight come out on the same day, Dec. 2nd?? SOT is a truly mind-disintegrating 24-Meg action RPG with Yuzo tunes and 550 frames of animation for the main character, Luo. What could possibly be more powerful? Next month we review this monster, and I can't wait!

















100%...exact Real Mobile in the home! THAT'S power. Sale Racer 1 out Dec. 2nd!

Can't let a month go by without Treasure's Alien Soldier. Here are two new shots, showing the bosses Love Penguin and Bio-Block.











"NO WAY!" was all I could mumble after seeing these shots of Metal Head for the 32X. Hyper-smooth real-time texture mapped polygons galore... I need this game!





Here is Takara's new original Saturn character, Steamgear Mash. He'll soon be starring in his own powerful platformer.





Here they are... actual 32X shots of Afterburner. Can you say "100% exact?" Now all we need are Galaxy Force II and Power Drift.







Clockwork Knight. 'Nuff said. Next month we review this CD of ultimate power.



















Virtua Fighter 2 Move List

Welcome to GF's exclusive Virtua Fighter 2 moves! Here you'll find the moves for all ten fighters in VF2, including new characters Leon Rafale and Shun Di. The game probably won't be out for another month or so, so keep this list handy! - Nick Rox

Legend:

B - Back, F - Forward, UF - Up-Forward, ETC.
"Hold..." - hold for about 1 second.
P - Punch, K- Kick, G - Guard.
?+? - Press ? and ? together.
Note: In Virtua Fighter 2, a move such as "F, P" doesn't mean "Hold Forward and press Punch," but rather "Tap Forward and press Punch."

Shun Di

OH SO GEKI - B, P.
RENSAI GAKUSHU - F, P.
GYOSHIN TOTAI - B, K.
CHUBU TOSEN KYAKU - F, F, K.
TENSHIN SOCHU SHO - P+K.
SEMPU SOTAI - Hold 0, K+G.
ZABAN TETSU - D, O.
SEN SHI - UF, K.

Leon Rafale

ZEN SO TAI - O, K.
JUCHO SENSHO - U, P.
SENTEN KUKYAKU - UF, K.
KO SO TAI - Hold O, K+G.
TOHO SOSHU - P+G.
SOJI SEMPU - F, P+G.
SEN'IN SHO - DF, P, P.
SENKYU TAI - D, TD, K.

Akira Yuki

REN KAN TAI - F, F, K, K.
RIMON CHOCHU - F, F, P.
MOKOKO HAZAN - Hold D, F, P.
SHIN'I HA - When close, DB, F, P.
YO HO - DF, DF, P.
DAIDEN HOSUI - When close, F, B, F, P+K.
KAIKO (Use when enemy attacks your head) - When close, F, P+G.
GAIMON CHOCHU (Use when enemy attacks your head) - When close, G, B+P.

Pai Chan

SEMPU GA - K+G.
ENSEN HAIRYU - When close, B, P.
RENKAN TENSHIN KYAKU -P, P, P, K.
TENCHI TORAKU - When close, F, D, P.
SENCHU KEN - DF, P.
ENJIN SEMPU KYAKU - B, K+G.
KOTAN KYAKU - F, F, K.
HIEN REKKYAKU - UF, K, K.

Lau Chan

SEMPU GA - K+G
TENSHIN HA INSHO - When close, B, F, P.
RENKAN TENSHIN KYAKU - P, P, P, K.
KOKYAKU HAITEN - UB, K.
TOKU KOSEN KYAKU - UF, K.
KUKO KYAKU - UF, K+G.
CHI SO TAI - F, D, K.
JUNHO CHUSHO - DF, OF, P.

Wolf Hawkfield

BODY SLAM - When close, F, P.
AXE LARIAT - F, F, P.
OOUBLE-ARM SUPLEX - When close, DB, P+K+G.
SHOULDER ATTACK - B, F, P.
BODY BLOW - F, P.
NECK-CUT KICK - K+G
OROPKICK - UF, K.
FLYING KNEEL KICK - F, F, K+G.

Jeffry McWild

POWER SLAM - When close, F, P.
ELBOW UPPERCUT - F, F, P, P.
POWER BOMB - When close, OF, P+K+G.
TOE-KICK HAMMER - O, K, P.
HEAD ATTACK - F, P+K.
HELL STAMP - O, P+K.
KENKA KICK - F, F, K.
HIP ATTACK - P+K+G.

Kage-Maru

SUISHA GERI - UB, K+G.
KOEN RAKU - When close, B, P.
KAGE KASUMI - When close, B, F, P.
KATANA GASUMI - When close, P+K+G.
RISEN JIN - B, P, P+K.
JIBA SHIRI - B, DB, D, K.
GEN YO - B, K+G.
HAGA RYU - F, F, K+G.

Sarah Bryant

DOUBLE-JOINT KICK - F, P, K.
ILLUSION KICK - Hold DF, K, K.
RISING KNEE COMBO - P, P, P, K.
NECK-BREAKER OROP - When close, F, F, P.
DOUBLE KICK - B, K.
TORNAOO KICK - UF, K+G.
ROUND KICK - U, K.
SPINNING KICK - K+G.

Jacky Bryant

SPINNING BACK-KNUCKLE - B, P.
ELBOW SPIN KICK - F, P, K.
SPINNING ARM KICK - B, P, K.
SOMERSAULT KICK - UB, K.
SMASH HOOK - DF, P.
SIDE-HOOK KICK - B, K.
BEAT KNUCKLE - P+K.
LIGHTNING KICK - D, P+KK x 4

GLOP! SQUISH! SPLAT!



Escape from danger with sticky hands!

Fight fire-breathing dragons!

Swing a sword to defeat pirates!

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Magician Lord







In my humble opinion Magician Lord is positively and without a doubt the best action game ever produced. Released at the Neo•Geo's launch almost five years ago, the 47-Meg Magician Lord was met with a general feeling of disbelief... this was the era of the 8-Bit NES. 4,096 colors, three parallax scrolls and thirteen sound channels, today less than commonplace, had never been heard of. Even with today's ultra-fancy 32 and 64-Bit power, no video game has ever matched the joy, beauty, and true perfection of ML.

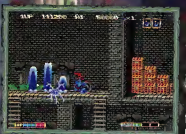


In this classic you play the role of a young magician, Elta, who must save his world from the evil wizard Gal Aglese. To help him in his battle, he can transform into any of the six Elementals - Samurai, Shinobi, Raijin, the Dragon Warrior, Waterman and Poseidon. Each Elemental has his own attack method that is useful in a certain situation. Unfortunately, the game doesn't give you enough chances to transform and this is it's only low point. The Elementals are extremely bitchin' to play but you're only transformed for about 5% of the game.





The art and graphics, as you can see here, are totally unmatched even today. The level of detail used in the scenery is truly insane... if you look close enough, you'll see that very little of the game is built with tiles - it's all original. The gaming world has yet to produce graphics matching these. The animation is superb, and the character and monster design is perfect.





The music, too, is hyper-joy, with most of it being very cool classical tunes with rock mixed in. The sound effects, however, are awesome... plenty of enemy screams, chuckles, and speech... what Magician Lord player doesn't remember being called "imprudent" and nearly dying of shock?





If you own a Neo cartridge system and you don't own Magician Lord, please... buy it. And for those of you considering buying a Neo•Geo CD when it hits the States next year, please get this game along with it. As a last note, Magician II has been nearly completed for over a year, but ADK is sitting on it, releasing more and more fighting games. I pray that with the advent of the CD they will release it. - Nick Rox













JURASSIC PARK

UNDER NEW MANAGEMENT.



T. Rex is back—along with a dinosaur population that actually multiplies while you play!



The devious BioSyn Corp. has come to snag Dr. Hammond's cloning research—and they'll stop at nothing to get it!



BioSyn commandos, greedy geneticists, flame-throwing engineers, Raptors, Spitters, Pteradactyls ...It's war, man, war!

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What'dya think, they'd just die off?

WRONG. This time the dinosaurs own the park. And there are tons of them — literally. Including those too nasty for the big screen.

And guess who gets to go in and play Mr. Ice Age...We'll give you the weapons, you do the rest.

Oh, and one more thing: It's been a year since "the attractions" have had a really good meal.

Enjoy your visit!

JURASSIC PARK™

PART 2: THE CHAOS CONTINUES

ocean

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San Jose, CA 95125

SUPER NINTENDO ENTERTAINMENT SYSTEM GAME BOY®



Welcome to another installment of Other Stuff... It's **Mortal Kombat 3** time! First of all, rumor has it that the storyline has BARAKA winning the MK2 tournament. Apparently, only Jax, Liu Kang and Kitana will return, joined by Kano, Sonya and several new characters. Also, many of the new characters will be bestial, like Reptile and Baraka. As tor home versions, yes, it'll appear on PlayStation tirst but Acclaim will be bringing MK3 to the 16-Bit systems. The SNES version will clock in at between at over 32 Megs and the Genesis version will most likely be 40 Meg. Both will be available in September '95, along with a 32X cart and CD version.

Don't expect an Ultra 64 version of MK3 until at least Summer '96. Last but certainly not least in MK news, is the rumor that MK3 will be the final game in the Mortal Kombat series, and that Williams' next game will be an Ultra 64 3-D fighter set to release in March ot '96, it's supposed to be the most violent game ever made.

NINTENDO

First up is the **Virtual Boy!** The 32-Bit VR system which debuted at the Nintendo Shoshinkai on November 15th will be available in Japan in April, and will retail for 19,800 Yen... about $199. Three titles will be available at launch: **Mario VB, Telero Boxing and Pinball**. Games will cost 5,000 to 7,000 yen ($49.99-$69.99) and approximately two to three new titles will come out each month. Nintendo plans to sell about 3,000,000 units and 14,000,000 cartridges in the first year ol the system's release. As you can see here, the VB is a large set of goggles with a strange keypad - two crosskeys. Apparently they'll be used tor 3-D movement. The VB produces a 3-D red-and-black image using LED 3-D Immersion Technology developed by Massachusetts-based Reflection Technology. Said Nintendo's president, Hiroshi Yamauchi of the Virtual Boy: "It has always been Nintendo's strategy to introduce new hardware systems only when technological breakthroughs allow us to offer innovative entertainment at a price that appeals to a worldwide audience. Virtual Boy delivers this and more. It will transport game players into a **'virtual utopia'** with sights and sounds unlike anything they've ever experienced - all at the price ot a current home video game system." **Wow!** The **VB will debut in America on January 6th at the CES**, and will be released in April. In **Killer Instinct** news, the game is finished and will appear on the U64 in September ot '95. A new character has also been announced, Eyedol. Is this new fighter a boss, a player character, or a hidden one? Stay tuned! The Ultra 64 hardware has also been finished and software houses should be receiving development systems by the beginning of January. The development kit consists of an SGI Onyx, one of the world's most powerful computers. Unlortunately, the buzz inside Nintendo is that Mario V won't come out at the U64's launch, but instead debut at the January '96 CES, then be released in March or April. Mario V will weigh in at a hefty 64 Meg. We are also very close to the January CES, and it promises to be a very strange show. A few game companies will not be at the show, deciding to opt for the March '95 E3 show in Los Angeles. The big "N," will attend, and have many exceptional games on display in Vegas, including the oft-rumored 24-Meg/FX Chip action title set to blow everyone away with it's amazing depth and never-betore-seen special effects. **Starfox 2** will make its debut at the up coming Winter CES. Nintendo will also be debuting a new FX Chip game that is a cross between SF2 and Virtua Fighter, **Fighting Polygons** (working title). Expect a Summer '95 release if not sooner. In other U64 news, unrelated to the CES, I've heard that Starfox X may NOT appear on the U64 due to programming team problems at Nintendo ot Japan. However, Ultra Mario Kart, the sequel to Super Mario Kart, will appear third or fourth quarter ot '96. Konami is developing for the U64, here are some possible power titles that a little bird sang in my ear: Gradius, Contra, Castlevania, Turtles, Sparkster and Gambare Goemon/Mystical Ninja! No dah, all sequels. Square is also developing for the Ultra, and have several '96 titles in the works, like Final Fantasy, Seiken Densetsu (Secret ot Mana) and Chrono Trigger II. If you've read last month's Other Stuft, you'll know I mentioned a new Ultra Star Wars trilogy. Sources at Lucas Arts have told me that the new Doom-style Star Wars game tor personal computers will be ported to the Ultra 64 by the end ot '95, with a 1st quarter release in '96. Taito is working on translating some ot their new 32-Bit F3 games to Ultra 64, including Kaiser Knuckle (a tighting game), Darius Galden, and Operation Wolf 3. S

PLAYSTATION:

Everyone knows how close Namco and Sony are, but who knew **Namco** would be translating **ALL of their coin-ops** for the PlayStation? Titles include Tekken/Rave War, their new 3-D tighting game, Ace Driver, an F-1 racing game, Attack ot the Zolgear, their amazing Galaxian3 sequel, and Ridge Racer 2. Capcom will be releasing **Darkstalkers, X-Men, SF2: The Movie, and Super Slam Masters.** While on the subject of X-Men, I recently learned that the producer of SF2 is doing X-Men and that he's currently tweaking strengths and balance, getting ready for a December release.

IN SEGA NEWS:

The **Saturn** has been released in Japan and is already sold out (until Jan). I reported last month that the Saturn may appear here as early as April but after researching this further I found out that it will not be available until late '95. While talking with Sega I was intormed that there main tocus is now on the **32X**, which they will support vigorously tor at least 4 years. There are currently over 75 titles in development for the 32X including several RPG's. The Saturn will appear here later in '95, but due to its higher price SOA regards it as an enthusiast system, theretore, you can expect only the best games from Japan and the US to appear on the system. RPG's will be one ot the main focuses and Imports will be ported more quickly than in recent years. Sega is aiming the Saturn right at the enthusiast market. SOA has also informed me that they are still working to make the Saturn and 32X compatible. Sega also has something cooking on the handheld front. I presume it is some kind of next generation hardware. I hope to have more on this in next month's Other Stuff. Over in Japan the sequel to **Clockwork Knight** (the amazing first Saturn platformer) is already in development. I'll see you next month with more powerful information.



Atari has joined forces with Virtuality to offer home virtual reality games by Christmas 1995. "The Atari Jaguar platform is the only 64-Bit system currently on the market, and is ideally suited for immersive virtual reality games." said Jon Waldern, chief executive officer of Virtuality, "This deal propels both companies to the forefront in the home market for virtual reality gaming. Thanks to the Atari Jaguar, fans of our many hit arcade titles will soon be able to play their favorite arcade titles at home." "By Christmas 1995, Jaguar owners will already be wearing the VR headsets and playing VR games at home. While others in the industry play catch-up trying to offer 32 and 64-Bit systems, Atari is extending our technological advantage over our competitors by delivering a high-quality VR experience." said Atari president Sam Tramiel.



s is just great! There's America's best programmer riding a unicycle down the middle of the street. Someone throw a net around he's gone berserk! It's all part of Shiny's fun filled "the making of EWJ" video which is coming soon to a game store near you. This cool video has it all, from frolicking game makers, to Rocky Mt. highs. Pictured here are, from the left, your left... The ultra crazed of EWJ and creative director, Douglas TenNapel, lead designer Tom "I just wanna' play metal" Tanaka, the man with the hands, ani- director Mike Dietz, lead artist, Steve Crow, art director Nick Bruty, programming director, Nick Jones, senior programmer, Andy and the star of the show, none other than the DP meister himself. Hey! What are you guys doing? Did I say you could take a break? vo is waiting! Speaking of the 'ol wonder worm, EWJ CD is almost ready, and guess what? New worlds, monstrous creatures and co tunes await! Is this great or what!? If I ever go fishing (which I doubt will ever happen) I'm usin' rubber worms.

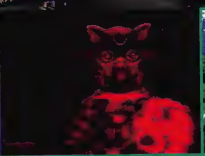


NINTENDO'S VIRTUAL BOY













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THE POSTMEISTER



Dear Postmeister,

I have but 2 questions, oh wise one. Will the Sega Channel be compatible with the Saturn or 32X? Also, what will happen to the Sega Channel if the Saturn and 32X really take off and the Genesis is left in the dust?

Sorry, one final question. Have you ever seen the movie Blade Runner starring Harrison Ford? If so, did you like it? (I'm being sarcastic, but answer it if you want to.)

Sincerely,
Jim Tallon
Mosinee, WI

Dear Jim,

If the Sega channel does happen, (it's still in the testing phase) Sega's plan is to make games available that have been released for at least 4 to 6 months, much like pay-per-view TV. Other wise, cart sales would plummet. I think the Sega channel is really just a way to keep 16-bit going a little longer, as the 32X and Saturn will obviously eclipse the Genesis in '95. It'll be cool to have access to the classics when 16-bit is gone, but I believe most of my free time will be spent playing Saturn games! The channels fate is unknown. Gaming and the mass market just don't mix if you ask me. In regard to your second question...HELL YES!!, I love Blade Runner! Next to Total Recall and Predator, it's my favorite movie. I like it so much in fact, that I listen to the soundtrack (the original by Vangelis) in my truck all the time (good thinking tunes). I hope they never make a cheapy game out of it so Ridley's legend can remain pure forever. I wouldn't mind having one of those Sean Young replicants either...

Dear Postmeister,

The video game industry just took a giant step backwards. What was this giant backward step? No, it wasn't one of your competition's lame reviews (that is another subject) or the release of yet another cheeseball game. What am I talking about? Cybermania '94. As you probably know, on November 5, 1994, the first annual video games award show was aired on TBS. After painfully watching this two-hour waste of air time, I was completely speechless as to how awful the show was, and I was even more speechless as to the games that were nominated and won in their respective categories. First of all, what were those so-called judges smoking when they picked Caesar's Palace Boxing as the top sports game of the year (not to mention the snub they gave to Madden 3DO... it was not even nominated!). Also, where the (pardon my use of words here) hell do they get off nominating Tom Cat Alley for the best action/adventure award? Hello McFly! Then, when I thought things couldn't get worse, guess what? They give Mortal Kombat I (maybe somebody should have told them there was a sequel?!) the nod as GAME OF THE YEAR!!! Yes, an almost three-year-old game was named GAME OF THE YEAR for '94. Come on, we all know what games should have won and been nominated. This award show once more again proved to me why the industry is filled with stupid games and stupid companies. Why take the risk of making a new game engine when you can rip off a current trend (do all of these MK rip-offs ring a bell?). Well, thankfully, there are some companies who are willing to ignore the current trends, and instead just focus on making great games. I found it quite ironic that in a show to celebrate the gaming industry, the word INTERACTIVE was commonly used. Call me crazy, but I think most gamers would rather want to play Doom, NHL '95, Earthworm Jim, AVP, Road Rash, and other countless titles which were tragically ignored, instead of playing Bernstein Bear's blood bath at the post office or those point-and-click movies. I hope the industry takes the lead of companies like Shiny, Treasure, or Crystal Dynamics and focuses on what gamers really want and not on what some ridiculous award show feels is the best the industry could do. Luckily, there are the Mega Awards. Maybe then I will discover what this year really had to offer.

Happy interacting, oh excuse me, gaming,
Garret Salomon
West Bloomfield, MI

cont. from pg. 146

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Dear Garret,

Scary isn't it. See what happens when you mix big business with gaming? Everyone is scrambling to turn on Joe K-Mart and leaving us, the people who put them here, in the dust. It's a sell out, plain and simple. The best thing to do is not watch when crap like this is on the tube. Low ratings will kill these dork filled shows and hopefully the over exploited doo-doo games they represent as well. When the dust clears and the big studios and phone companies and what not find a new cash cow and hit the bricks, we're all the game Co's have. The sooner they realize this and get on with the business of making quality games, like the ones you mentioned above, the better! If these ex-toothpaste salesman aren't careful, they're going to interact themselves right out of business. Oh well, there's always Japan.

P.S. See any of that ca-ca in the Megawards?

Dear Toastie Postess with the Mostess and Diehard Staff of Omnipotence,

A: NO other magazine can touch you in quality, love for games, sense of humor, and hard-coreness. (Don't let it get to your heads or you might start letting too many advertisements in your magazine and printing poor quality game shots on newspaper pages like some other unmentionable mags. I know that you won't.)

B: I have been reading your magazine since issue six, when it came to the local supermarket, and have formulated some questions of utmost importance.

Y: I am insurmountably disgruntled due to the fact that my subscription ran out before you printed the issue with statistics for all of the new super machines, and by the time I renewed my subscription, I had missed it and never got to see it.

A.Q.4.U. or 2... maybe more

1. Could you please update and reprint all of the stats for the new super systems in a Christmas buyer's guide section?

2. In your November issue, you rated joysticks but didn't include the Turbo-Touch 360 for the Genesis. So, how is it?

3. What will the joystick for the Saturn look like? This and the fact that Sega is not interested in RPG's anymore could be the deciding factor between the Saturn and PS-X for me. I have often dreamed of walking through a fully rendered 3D Phantasy Star using an impeccable pad such as Sony's.

4. Speaking of Phantasy Star, did they get the programmers from I and II back to do IV or at least some of them? Very important!

5. How good is the PS-X truly for 2D games (i.e. Samurai, DarkStalkers, and platformers)? All I have seen are 3D games.

6. Wouldn't it be a smart move for Sony to release the PS-X here in December, or maybe a few months later, to get a jump on the competition and start building a user-base with the first-generation games, and then blow away the other systems when they come out with second and third generation games. I would buy it, if I had enough money, as would most other players. They've got what seems to be the God-send system and a good portion of the programmer arch-angels to create a gaming utopia. Please do anything in your power to convince them to unleash it sooner than September of next year.

Thank you for your time and reviving my hunger for games!

S.A.F.
Lil' River, CA

Dear S. A. F.

Swim and fart, Sit and fidget? What's your name pal? I will put in your request for the reprint, but don't put too much stock in specs. The Saturn is looking way better than the PS right now. The latest videos I've watched show only ten quality PS games out of around forty. There are a ton of Pachinko, Mahjong, and strategy games and only a couple of promising RPG's, drivers and shooters. I think the Saturn is easier to develop on, it may take some time for programmers to get all of those glistening spec's out of the Play Station. They are both beautiful systems that will provide us with years of bliss. Look for the PS, and the Saturn late '95. Don't count the 3DO out either, the Bulldog is a fearsome beastie and they have a BIG headstart. As far as 2D games are concerned, both systems can make awesome ones, it's just that everyone is on a 3D kick right now chasing after Doom... It'll pass. The Turbo Touch controller is a cool concept, but the pad is clunky and really hard to get used to, definitely an acquired taste. They didn't provide us with a sample for our test. Check out pg. 200 in the December issue for a picture of the awesome Virtua Stick for the Saturn and stay tuned for more shots of Ryglord Saga, it fits your description of the ultimate RPG and it is less than six month's away (in Japan). There's a shot of it in Volume 2 Issue 9 (Headdy's on the cover). I guess your PS4 question has already been answered on pgs 34-37. Yes, the original team was involved and I'm happy to say that this is the Star of the series. SOA flubbed up the translation pretty severely (should've played 1&2) Parma...Palma?, but the game is still a rockin' affair. Hey, we know what the real names are! Stay hungry! I know I am... where's that monkey?

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This heart-warming little number comes to us from Gibson Yen of Silver Spring, MD. Very, very cute. Twisted, but cute!



Sean Rivera of Walanae, HI, sends us this rad Sonic pictorial. Very nice perspective.



This feisty Felicia "Babe-a-linga" comes from Joel Ruidera of Glendale, CA. Grrrrr! Very nice rendering. P.S.: Such language! I'm gonna have to tell your parents.



Hey, Damian, amazing envelope! You win!! Now, how can we find you? Send us your address so we can send you your prize.

Now this is what you get when you eat all your Wheaties! Actually, the artist, Joe Madureira of New York, NY, works for Marvel Comics and was kind enough to share his latest masterpiece with us. P.S.: I don't think the Postmeister can fly!



Aaron R. of Yuma, AZ shows us his version of how the Blowmeister Child was born. Very cool!



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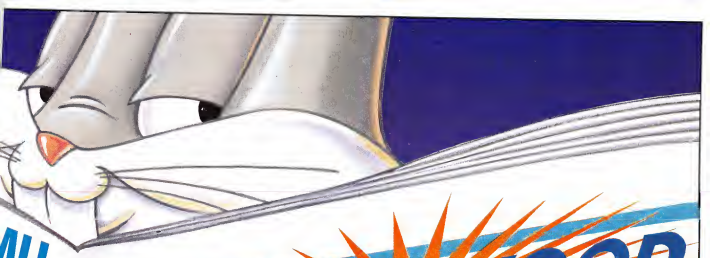
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"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grroagh froww hrrrg! #@!**#^@!" Most observers tended to agree.

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